

The
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of **CARD GAMES**



ENDORSED BY ASSOCIATION OF

AMERICAN PLAYING CARD

MANUFACTURERS

HOYLE UP-TO-DATE

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BY

THE UNITED STATES PLAYING CARD COMPANY

AT CINCINNATI, OHIO, U. S. A.,

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Games of the Whist Family

Whist is the ancestor of Bridge Whist, Auction Bridge, and Contract Bridge. Whist appears to be of English origin, the roots of the family tree growing out of the 17th century. In Whist the trump is determined by the cut, it being the suit of the bottom card of the pack during the deal. The dealer faces this card on the table and all cards of this suit become trumps. There is no exposed or dummy hand and no no-trump contract.

Bridge Whist, popular at the turn of the century, differed from Whist in that the dealer either named the suit or no-trump at which the hand was to be played or else "bridged" this decision to his partner. The partner of the dealer was always dummy, his hand being placed face up on the table, the cards to be played therefrom being designated by the dealer. The adversaries could double the value of the tricks and could also score toward game if they made the odd trick or more.

In Auction Bridge and in Contract Bridge the privilege of naming the winning declaration at which the hand shall be played is decided by bidding for it, the player first naming for his side the declaration at which the hand is played becoming declarer and his partner becoming dummy. This side alone can score toward a game. In Auction Bridge the objective is to buy the contract as cheaply as possible. In Contract Bridge the objective is to carry the bidding to a game or to a slam contract if the partnership cards warrant such a procedure.

In Auction Bridge the side having the winning declaration may score toward a game or a slam all the tricks that they take, provided that they take at least enough tricks to fulfill the contract that they have named. In Contract Bridge the side having the winning declaration may score toward a game or a slam only the number of tricks that they have contracted to take. Contract Bridge therefore requires more accurate bidding than does Auction Bridge.

INTRODUCING CONTRACT BRIDGE OF 1943

By ELY CULBERTSON

As of April 1, 1943, contract bridge players in the United States will have a new code of laws for their favorite game; and, for the first time since November 1, 1932, these laws will differ from the contract bridge laws used in other parts of the world.

That there should be such a difference is unfortunate but unavoidable. The International Bridge Laws followed for more than ten years were the joint product of British, French and American committees. A revision had been effected and published in 1935, and another had been promised for 1940. Certain "bugs" had been discovered in the 1935 code, and new laws were needed to overcome them. This was especially true in tournament bridge, where the contestants treat the game with gravity inconceivable to the casual player.

But when 1940 arrived, the British and French were engaged in war, their committees scattered to the four corners. They could hardly work on bridge laws at such a time. Meanwhile the United States was at peace; and its committees were able to meet and prepare a revision of the laws.

By the time the United States had entered a state of war, these new laws had therefore been substantially completed. The publication of books continues in this country. The playing of bridge, being the least costly of all recreations in the use of transportation and essential raw materials, should go on. Therefore no particular bar to the publication of new American bridge laws has arisen. While I did not engage in the preparation of these laws—being engaged in other work which I consider of great importance—I see no reason not to approve and welcome their publication.

I am sure the 1943 laws will appeal to the average bridge player more than did previous codes. The new laws prescribe milder penalties for many offenses which the average player is loath to penalize at all. But there are some offenses against law which were not covered in previous codes and which are now fully covered, so that a player is unlikely to come across any illegal bid or play for which he cannot find a remedy in the laws.

May I also congratulate the committees for restoring the word "dummy," which they had dropped from the laws in 1935? Bridge players call a dummy a dummy, and no laws are likely to stop them. In the 1943 laws, the dummy has staged a comeback, and has more rights than before.

The average player should be sure to familiarize himself first with the two changes in the scoring table; with the slightly different penalties for revokes and leads out of turn; with the penalties for bids out of turn (the penalty is now greater for any "call" when it is partner's turn than when it is an opponent's turn); with the new privilege of looking back at tricks which were formerly called "quitted;" and—particularly—with the right of condonement.

SUMMARY OF THE 1943

Contract Bridge Laws

(Printed by special permission of the Whist Club,
New York, and The National Laws Commission.)

The Pack.—52 cards. (Two packs.)

Rank of Suits.—Spades (highest), Hearts, Diamonds, Clubs.

Rank of Cards.—Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The Draw.—Shuffled pack is spread face down on the table. Each person entitled to draw draws one card. A player must draw again if he exposes more than one card or draws one of the four cards at either end of the pack. A drawn card must not be exposed until all have drawn cards.

Precedence.—Precedence is determined by the draw. With more than four, the four highest play. Before each rubber, the four players draw cards. The two highest play as partners against the two lowest. Highest has choice of cards and seats.

The Shuffle.—Player on dealer's left shuffles the pack for the first deal. During the deal, dealer's partner shuffles the other pack and places in face down at his right. It remains there until the next dealer takes it for his deal.

The Cut.—Dealer presents the pack to the player on his right, who cuts toward the dealer. Dealer completes the cut.

New Shuffle and Cut.—Any player may, before the first card is dealt, demand a new cut or a new shuffle, if he thinks that the proper requirements have not been fully complied with, or if a card is faced in cutting, or if a player sees the face of a card other than the bottom card. In the event of a new shuffle only the dealer has the right to shuffle, and, thereafter, the pack should be duly cut.

Deal.—Players deal in rotation. Dealer deals 13 cards to each player, dealing one card at a time, starting with the player at his left.

New Deal.—There must be a new deal by the same dealer with the same pack if the cards have not been properly dealt; if a player has seen and can correctly name two or more cards dealt, or to be dealt to another player; or if a card is faced in the pack or elsewhere.

Wrong Deal.—If a player deals out of rotation or with the opponent's or an uncut pack, he may be stopped before the last card is dealt. Otherwise the deal stands as a correct deal made in proper rotation, and if the packs are changed they remain changed.

THE AUCTION

The Auction.—After the deal is completed, each player in rotation to the left, starting with the dealer, must bid or pass

until the first bid is made. If all four players pass on the first round, the deal passes. If a bid is made, each player in turn must bid or pass until three players in succession have passed. Three successive passes close the auction.

Bidding and Overbidding.—Each successive bid must be for a greater number of tricks than the last preceding bid, or for an equal number of odd tricks in a higher denomination. The denominations are No-Trump (highest), Spades, Hearts, Diamonds, and Clubs.

Doubling and Redoubling.—Any player in his turn may double the last preceding bid, if it was made by an opponent, or redouble it, if it was doubled by an opponent. A redoubled bid may not again be doubled or redoubled. Doubling and redoubling affect the point value of overtricks, of odd tricks bid and won, and of undertricks, but they do not affect the rank of the bid for the purpose of its sufficiency in the auction. Thus, a bid of two clubs (for example) even though doubled or redoubled does not take precedence over a bid of two diamonds; but insofar as the score is concerned, if two clubs doubled and redoubled becomes the final contract, and this contract is fulfilled, the declarer and his partner get credit for 160 points "below the line," which gives them a game.

Passing.—A player who does not bid, double, or redouble, must pass.

Final Bid and the Declarer.—The final bid in the auction becomes the contract. The player on the contracting side who first bid the denomination named in the contract, becomes the declarer. His partner becomes dummy, and the other side become defenders.

Information as to Previous Calls.—Before the auction is closed, a player who is not by law obligated to pass, may ask the opponents to restate previous calls, but only when it is his turn to call.

Claiming a Penalty During the Auction.—When an irregularity is committed, any player may draw attention to it, give or obtain information as to the law covering it, and ask the authorized opponent whether he knows his rights. If the irregularity is subject to a penalty provision only, the authorized opponent may condone it, or enforce or select a penalty,* and and if his partner assumes any of these prerogatives or offers advice regarding their assumption, the irregularity is deemed condoned. The fact that the offender's side has called attention to its own irregularity does not in any way affect the rights of the opponents. All questions as to whether any penalty applies,

* The sole right of condonement of an opponent's irregularity and the choice of penalty belong, during the auction, to the offender's left-hand opponent. The right of condonement is wholly independent of, and additional to, other rights accorded by the penalty sections of the Laws. It may be exercised inadvertently, or from disinclination to exact a penalty, or because condonement operates to the advantage of the non-offending side. In deciding whether or not to exercise this right, the authorized opponent may receive no assistance from his partner.

or as to what penalty applies, must be settled by the players prior to the actual payment of the penalty. A penalty once paid, or other action thus taken, stands even though at some later time it is discovered to have been incorrect.

Slips of the Tongue.—If a player makes a call and changes it in any way, practically in the same breath (as, "two hearts—I mean two spades" or "two hearts—I mean three hearts") his last call replaces his first call, and the act of changing entails no penalty.

Improper Call Overcalled by an Opponent.—If an improper call is overcalled (condoned) by the player next in rotation, the auction proceeds normally and without penalty.

Insufficient Bid.—Unless overcalled as above, an insufficient bid made in rotation must be made sufficient in the same or in another denomination. If the offender makes the lowest sufficient bid in the same denomination, his partner must pass when next it is his turn to call. If the offender makes any other bid, his partner must pass during the rest of the auction. The offender is entitled to void any hasty correction and to make a considered choice after it is determined that his side must incur penalty.

Using Incorrect Nomenclature when Doubling.—Unless overcalled as above, a player who doubles or redoubles in rotation and names an incorrect number of tricks or a wrong denomination, is considered to have doubled or redoubled the bid as made, and his partner must pass when next it is his turn to call.

Call Out of Rotation.—Unless overcalled or condoned, a proper call out of rotation is cancelled and the auction reverts to the player whose turn it was to call. If the call out of rotation was a pass made before the opening bid, or subsequently when it was the offender's right-hand opponent's turn to call, it is cancelled and the offender must pass when next it is his turn to call. If the pass out of rotation was made after the opening bid, and when it was the offender's partner's turn to call, it is cancelled, and the offending side must pass whenever it is its turn to call. If the call out of rotation was an opening bid made when it was the right-hand opponent's turn to call, it is cancelled and the offender's partner must pass when next it is his turn to call. If the call out of rotation was an opening bid, made when it was partner's or left-hand opponent's turn to call, it is cancelled and the offender's partner must pass whenever it is his turn to call. If the pass out of rotation was a bid other than an opening bid, made when it was partner's turn to call, it is cancelled and the offending side must pass whenever it is its turn to call, and if it has the opening lead, declarer may require or forbid the opening lead of a specified suit. This latter also applies to the case of a double or redouble made out of rotation after the opening bid and when it was partner's turn to call.

Double or Redouble of a Bid which Partner Doubled or Redoubled.—The offender is considered to have passed. Both he and his partner must pass during the remainder of the auction.

The opponent on the offender's left may cancel the double or redouble of the offender's partner.

Double of a Partner's Bid or Redouble of it when it has not been Doubled.—The offender must substitute any proper call; and his partner must pass whenever it is his turn to call.

A Bid of More than Seven, or a Bid, Double, or Redouble when Required to Pass, or a Call not Recognized by the Laws.—The offender's left-hand opponent may allow the improper call to stand or require the offender to substitute a pass; and in either case the offending side must pass whenever it is its turn to call; and if the offender's partner has the opening lead, declarer may require or forbid the opening lead of a specified suit. A bid of more than seven ranks, if allowed to stand, as a bid of seven. To bid more than seven intentionally is improper.

Cards Faced, Seen, or Disclosed.—If, during the auction, a player makes a remark which discloses to his partner the nature of his hand, or his intention or desires, or the presence or absence of a card in his hand; his left-hand opponent may require the offending side to pass whenever it is its turn to call, and the authorized opponent may require or forbid the lead of a specified suit when first it is the offending side's turn to lead. If, during the auction, a player faces a card on the table or sees the face of a card belonging to his partner; if the card is lower than a jack and not prematurely led, there is no penalty, and the card, if detached, may be picked up. If the card is an ace, king, queen, or jack, or a lower card prematurely led, or more than one card, the owner's partner must pass whenever it is his turn to call; and if the owner becomes a defender, declarer may treat such card (or cards) as a penalty card or—if it is the other defender's opening lead—may require or forbid the opening lead of a specified suit.

Incomplete Hand.—There must be a new deal by the same dealer with the same or a correct pack if one player has less ~~and no~~ player more than the proper number of cards, if the missing card is not found. If it is found elsewhere than in another hand, it is restored without penalty, unless the partner sees its face, in which case it is subject to the law for cards faced, seen, or disclosed.

THE PLAY

Reviewing the Auction.—Before the opening lead has been made, any player may ask to have the previous calls restated. After the opening lead, a player may ask only what the contract is and whether (but not by whom) it was doubled or redoubled.

Call During Play Period.—If a defender makes a call other than a pass after the auction is closed, declarer may call a lead from the other defender when next it is his turn to lead.

Opening Lead and Faced Hand.—Defender on declarer's left makes the opening lead. Declarer's partner spreads his cards face up in front of him with the trump suit at his own right.

Subsequent Play and Leads.—After a lead, each hand in rotation plays a card. The four cards so played constitute a completed trick. Leader may lead any card. The other three hands must follow suit if they can. If unable to follow suit they may play any card. A trick containing a trump or trumps is won by the hand playing the highest trump. A trick containing no trump is won by the hand playing the highest card of the suit led. The hand winning a trick leads to the next trick.

Played Card.—A card is *played* by the declarer from his own hand when the card touches the table after being detached from his remaining cards with apparent intent to play. It is *played* from dummy when he names or touches it, unless for a purpose other than play, either manifest or mentioned by him. A card is *played* from either declarer's hand or dummy when it is named by declarer as the one he proposes to play. A card is *played* by a defender when his partner sees its face after it has been detached from his remaining cards with apparent intent to play; or when it is named by him as one he proposes to play.

Withdrawing Played Card.—A player may not withdraw his played card except to correct a revoke, or when directed by the application of a penalty.

Player Unable to Play as Required.—When unable to play as required to comply with a penalty, a player may play any card (subject to his obligation to follow suit) and the penalty lapses. In the case of a penalty card the penalty lapses for the current trick only.

Lead Out of Turn.—If declarer leads out of turn from either hand, either defender may call attention to the irregularity, but only the defender on the left of the hand from which declarer has led out of turn may decide whether or not the lead should be corrected, and declarer may not withdraw the lead until this defender requires a lead in turn. This defender may treat the lead out of turn as a correct lead, and must treat it as such if, before he has required a lead in turn, either defender, deliberately or inadvertently, plays. If declarer is required to correct his lead out of turn, the card wrongly led is replaced in the hand to which it belonged; and (a) if it was a defender's turn to lead there is no penalty; (b) if declarer has led from the wrong hand he must, if he can, lead a card of the same suit from the correct hand. The correct procedure is that the authorized defender, when requiring declarer to lead from his own hand, should name the suit declarer is by law obligated to lead. If the authorized defender fails to do this, and if neither defender, before his side has played, questions declarer regarding a possible revoke if he leads another suit, the lead stands as a correct lead.

If a defender leads out of turn, declarer may treat the card so led as a correct lead, and must do so if he himself plays a card from either hand to the out-of-turn lead. If declarer requires a lead in turn, he may (a) if it was the other defender's turn to lead, treat the card led out of turn as a penalty card, or require

or forbid the correct leader to lead a specified suit; (b) if it was the declarer's or dummy's turn to lead, declarer may treat the card led out of turn as a penalty card or announce that he will impose a lead penalty when next it is a defender's lead, at which time declarer may require or forbid the lead of a specified suit.

Premature Play by Defender.—If a defender leads before his partner has played to the current trick; or plays when fourth hand before his partner has played; or improperly directs partner's attention to the current trick in any way, as by pushing the cards toward him, or naming his own played card, or by saying the trick is already his—declarer may require the other defender to play to the current trick his highest or lowest card in the suit led or to play a card (subject to his duty to follow suit) of another specified suit. If a defender, leading before his partner has played to the current trick, has failed to win that trick, he also incurs the penalty for a lead out of turn. If declarer leads from one hand and plays from the other before second hand plays, fourth hand may properly and without penalty play before second hand.

Playing Before Penalty is Named.—If an offender, when subject to lead or play penalty, plays before a penalty has been named or exacted, the right to enforce a penalty is not affected thereby, unless the non-offending side also plays, in which case the right to enforce any penalty lapses.

Corrected Revoke.—If a player revokes and corrects his error by withdrawing the revoke card before the revoke is established, he must substitute a correct card. If the revoke card belongs to a defender, declarer may treat it as a penalty card or require him to play his highest or lowest correct card. If the revoke card belongs to declarer, it may be taken up and if the defender on declarer's left has played to the trick after declarer, he may require declarer to play his highest or lowest correct card.

Dummy Cannot Revoke.—Revokes made from the dummy rank as non-penalty revokes. A correct card must be substituted, and cards played after the revoke card and before attention is drawn to it, may be taken back, unless a player of each side has played to the next trick, in which case the revoke trick stands as played.

Acts Which Establish Revokes.—A revoke becomes established when the offending side leads or plays to a subsequent trick or announces its intention of so doing, either directly, by naming a card, or indirectly by claiming or conceding a trick or exposing a hand. A revoke made at the twelfth trick never becomes established. In this case the other card must be substituted, and a card played by an opponent after the revoke card may be taken back.

Inquiries Regarding a Possible Revoke.—Any player, including dummy, may ask whether a play constitutes a revoke and may demand that an opponent correct his revoke. If dummy, however, has left his seat to watch declarer play, or, on his own

initiative, has looked at the face of a card in any player's hand, and if, thereafter, he is the first to call attention to a defender's irregularity (such as a revoke) declarer may not enforce any penalty for the offense.

Established Revoke.—If a revoke becomes established, the revoke trick stands as played; and, if it or a subsequent trick is won by the revoking side, two such tricks are transferred, after play ceases, to the other side for a player's first revoke in each suit. If no such trick is available for transfer, the penalty lapses. If only one such trick is available, it is transferred and the penalty is satisfied. If, in fact, a revoke costs the non-offending side more than the two tricks transferred to it, a further transfer of tricks, sufficient to protect it from loss, must be made (in rubber bridge by agreement among the players). There is no penalty for a subsequent revoke in the same suit by the same player, though it is improper to revoke in order to conceal a previous revoke.

A trick transferred because of revoke ranks for all scoring purposes (including fulfilling contracts, assessing penalties, making games, slam, etc.) exactly the same as a trick won in play by the side receiving it. A revoke does not, however, have any effect on the denomination of the contract, *i.e.*, a contract of two spades remains just that whether or not a revoke takes place.

Settling a Revoke Claim.—The tricks and unplayed cards may be examined at the end of play to settle a revoke claim. If, after such claim, an opponent mixes the cards so that the claim cannot be established, it must be allowed.

Inspecting Tricks During Play.—Declarer or either defender may, until his side has led or played to the next trick, inspect a trick and inquire what cards have been played to it from the respective hands. Except to account for a surplus or missing card, turned tricks may be inspected only with the other side's consent.

Gathering and Arranging Tricks.—Each completed trick must be gathered and turned face down on the table by the side winning it. All tricks taken by a side should be arranged together in front of one member and in such manner that the number and sequence of tricks are apparent.

Trick Appropriated by the Wrong Side.—A trick appropriated in error by the side which did not win it must be restored if claimed before the cards have been mixed together.

Trick Conceded in Error.—The concession of a trick which cannot be lost by any play of the cards is void.

Claim or Concession of Tricks by Declarer.—If declarer intentionally exposes his hand, claims or concedes one or more of the remaining tricks, or otherwise suggests that play may be curtailed; play should cease, and declarer should place and leave his hand face up on the table and should forthwith make any statement necessary to indicate his intended line of play. If a defender disputes declarer's claim, declarer must play on, leaving

his hand face up on the table. Either defender may require declarer to abide by any statement he may have made; and unless declarer's intention to make a play listed hereafter was announced, before or coincident with the facing of his hand, either defender (before a defender thereafter plays) may always require declarer to follow suit with the highest card, if he attempts to finesse a lower card when the declarer's hand next to play may hold an intermediate winner; or to ruff if he attempts to establish a winner by not ruffing; or to ruff low, if he attempts to ruff high to prevent an overruff; or to lead another's suit if he attempts to prevent a ruff by drawing a defender's trump, apparently overlooked until his claim was disputed.

Claim or Concession of Tricks by a Defender.—If a defender claims or concedes one or more of the remaining tricks, he should show his hand or part of it to declarer only. A concession of tricks by a defender is not valid unless his partner accedes.

Dummy.—If dummy voluntarily informs declarer which of his two hands has won the lead, or warns him not to lead out of the wrong hand, the defender on dummy's left may choose the hand from which declarer shall lead. Dummy may not, by word or gesture, improperly suggest that declarer, in playing from the dummy hand, should follow suit with a specified card, or in any other way influence the play.

Penalty Cards.—If a defender drops a card face up on the table; drops a card simultaneously with one led or played, or plays a second card to a trick; plays before declarer has named or exacted a lead or play penalty; sees the face of a card belonging to his partner; plays to declarer's lead out of turn after declarer has been required to correct it; plays another card when obligated to play a penalty card—any such card becomes a penalty card. It must be left face up on the table and played at the first legal opportunity, whether in leading, following suit, discarding or trumping. If a jack or higher card becomes a penalty card and is still unplayed at the next turn of the owner's partner to lead, declarer may, if he wishes, forbid a lead of the suit of the penalty card, in which case the latter ceases to be a penalty card and may be picked up.

Scoring.—Points are scored in a point score and in a premium score. A side which fails to make its contract can score only for honors held in one hand. The scoring table has been amended in only two respects: (1) a bonus of 50 points has been provided for a side fulfilling a doubled contract. This bonus applies to all fulfilled doubled contracts and does not increase when declarer is vulnerable or makes a redoubled contract. (2) Another bonus of 50 points has been provided for the side making the only part-score (or part-scores) in an unfinished game of an unfinished rubber. This bonus does not apply if each side has a part-score.

CONTRACT BRIDGE SCORING TABLE

TRICK POINTS FOR DECLARER	Odd Tricks Bid and Won in	Undoubled	Doubled
	Clubs or Diamonds, each	20	40
	Hearts or Spades, each	30	60
	No-Trump {first each subsequent	40 30	80 60
Redoubling doubles the doubled points for Odd Tricks. Vulnerability does not affect points for Odd Tricks. 100 Trick Points constitute a game.			
PREMIUM POINTS FOR DEFENDERS — DECLARER	Overtricks	Not Vulnerable	Vulnerable
	Undoubled, each	Trick Value	Trick Value
	Doubled, each	100	200
	Making Doubled or Redoubled Contract }	50	50
	Undertricks		
	Undoubled, each	50	100
	Doubled {first	100	200
	each subsequent	200	300
Redoubling doubles the doubled points for Overtricks and Undertricks.			
PREMIUM POINTS FOR DECLARER — HOLDER	Honors in	{ All Honors	150
	One Hand	{ Four Trump Honors	100
	Slams Bid	{ Little, not vulnerable 500, vuln.	750
	and Won	{ Grand, not vulnerable 1000, vuln.	1500
	Rubber	{ Two game	700
	Points	{ Three game	500
Unfinished Rubber—Winners of one game score 300 points. If but one side has a part score in an unfinished game, it scores 50 points. Doubling and Redoubling do not affect Honor, Slam, or Rubber points. Vulnerability does not affect points for Honors.			

OUTLINE OF THE CULBERTSON SYSTEM OF Contract Bridge

(Authorized outline of the Culbertson System of Contract Bridge, as fully presented in "The Gold Book of Bidding and Play," "The Official Book of Contract Bridge," "Culbertson's Own Summary of the Improved 1943 System," and "Culbertson's Own Self-Teacher of Bidding and Play," all by Ely Culbertson.)

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THE CULBERTSON STANDARD TABLE OF HONOR-TRICKS

The basis of the entire Culbertson System of bidding is the table of honor-tricks. This table is the yardstick for opening the bidding, responding and rebidding. Honor-tricks are cards, or card combinations, which may be expected to win tricks *whatever the final contract is*—even as defensive tricks against the opponents' bids.

2 Honor-tricks	A K or A K J (A K Q = 2 + Honor-tricks)
1½ Honor-tricks	A Q or A Q J
1 Honor-trick	Ace, K Q or K J 10 (K Q J or A J x = 1 + Honor-trick)
½ Honor-trick	K x or Q J x (K J x = ½ + Honor-trick)
PLUS VALUES Any 2 plus values equal ½ Honor-trick	A Singleton, or Void suit: Q x; J in K Q J, A J x or K J x Any six honor-cards when bidding 4-card suits, or for no-trump.

(The Culbertson System is fully described in "Culbertson's New Summary of Bids and Leads," is arranged with practice drills in "Culbertson's Self-Teacher," and is exhaustively treated in "The Gold Book of Contract Bridge (Bidding and Play)" and "The Official Book of Contract Bridge," all by Ely Culbertson.)

BIDDING VALUATIONS

The Rule of Eight—Of the 13 tricks in any deal, from 8 to $8\frac{1}{2}$ are won with honors, so that the ratio of honor-tricks to low-card tricks is only 8 to 5 (possibly $8\frac{1}{2}$ to $4\frac{1}{2}$).

Conditional Biddable Suits.—At least four cards headed by the queen or a higher honor (Q-x-x-x, K-x-x-x, A-x-x-x), or five small cards up to J-x-x-x-x. These suits may be bid by the opener *only* when his hand contains two or more four-card biddable suits, or extra honor-trick strength. They may be bid by the responder at the level of one only. They should not be rebid unless partner has raised twice.

Regular Biddable Suits.—At least four cards headed by the Q-J or better, or a five-card suit headed by the queen or better. These suits, though regularly biddable, should not be rebid unless partner has raised.

Rebiddable Suits.—Any six-card suit, or a five-card suit as good as K-J-x-x-x or Q-J-9-x-x. These suits may be rebid once, if partner's response has forced a rebid, but a *free* or voluntary rebid should not be made in suits this weak.

Strong Rebiddable Suits.—Six cards headed by K-Q-J or better, or seven cards headed by Q-J or K. These suits should be bid and rebid twice or more, even without support, if the total strength of the hand warrants such rebids.

Adequate Trump Support.—Not less than Q-x-x or x-x-x-x in partner's suit, unless he rebids it once without support, in which case Q-x or x-x-x will suffice; if he rebids it twice without support, one small trump is enough. Raises must not be given without adequate trump support in addition to other necessary values.

Winners (Playing-Tricks).—The opening hand estimates the trick-taking strength of his hand by counting honors at their full value (K-Q-J counts as two winners but only 1+ honor-trick); long suits as $\frac{1}{2}$ trick for a four-card length, 1 for a five-card length, 2 for a six-card length and 4 for a seven-card length. In the trump suit, if partner supports it, count 1 winner for each card over three. The responding hand counts all long suits the same as the opening hand, with an added value for partner's trump suit except that he counts King 1, Q-J 1, and Queen $\frac{1}{2}$; counts honors at their full value; and counts short suits as follows: with three cards of partner's trump suit, count $\frac{1}{2}$ winner for a doubleton, 1 for a singleton, 2 for a void; with four or more cards of partner's trump suit count 1 winner for a doubleton, 2 for a singleton and 3 for a void. With two short suits count only one—the shorter.

OPENING SUIT BIDS

Holding two honor-tricks or less, a player should pass. *Exception:* A shut-out bid may be made on a seven- or eight-card suit without regard to the honor-tricks.

With two-plus honor-tricks, a player should bid a six-card major suit; otherwise he should pass.

With $2\frac{1}{2}$ honor-tricks, a player should bid any biddable suit; otherwise pass.

With three honor-tricks, a player should bid any biddable suit.

With $3\frac{1}{2}$ to 4 honor-tricks, a player should bid one notrump with 4-3-3-3 or 4-4-3-2 distribution; or should bid any biddable suit, conditional or regular. He should not pass.

With about five or more honor-tricks, a player should open with two notrump (if his distribution is balanced) or with a forcing two-bid in a suit if his hand justifies it. (See opening suit bids of two.) Otherwise, he should bid any biddable suit.

Choice of Suits.—With two biddable suits, bid the longer; if they are of equal length, bid the higher-ranking. For exceptions (Principle of Preparedness) see Culbertson's Summary, pages 8-9.

Opening Suit Bids of Two.—Holding $4\frac{1}{2}$ or more honor-tricks, count your winners and add them to your honor-tricks. If the total is thirteen or more, you may open with a forcing bid of two in a biddable suit. With less than the specified total, open with a one-bid in the suit.

Opening Suit-Bids of Three, Four or Five.—These bids are preemptive (shut-out) bids made to discourage the opponents from bidding. Have a strong rebiddable suit and within two tricks if the bid is vulnerable, within three tricks not vulnerable. If first or second hand have no more than 2-plus honor-tricks; with $2\frac{1}{2}$ or more, bid one. Opening five-bids in major suits are not preemptive; they ask partner to raise to a slam with any trump honor as high as the Queen.

Responses to Opening One-Bids.—With no honor-tricks, the responder should pass to an opening suit bid. *Only exception:* Respond with a seven-card major suit. With $\frac{1}{2}$ honor trick, responder should usually pass. He may, however, bid one in a six-card suit. With one honor-trick, responder should raise with four trumps; or bid one in a five-card suit; or bid one notrump with two suits stopped. Lacking these values, he should pass. With one-plus to $1\frac{1}{2}$ honor-tricks, responder should bid one in any biddable suit; bid two in a six-card suit (but not a jump bid); raise with adequate support; or bid one notrump. With two honor-tricks, responder should bid one in any biddable suit; bid two in a five-card suit (but not a jump bid), raise with adequate support; or bid one notrump. With $2\frac{1}{2}$ to 3 honor-tricks, responder should give a double raise with four trumps; bid any biddable suit, bid two notrump. He should *not* bid merely one notrump or give a mere single raise. With $3\frac{1}{2}$ honor-tricks responder should make a forcing takeout in a new suit; or give a double raise with four trumps; or bid any biddable suit; or bid two notrump. With four or more honor-tricks, responder should make a forcing takeout whenever able to do so. Otherwise he should bid any biddable suit or bid three notrump with a 4-3-3-3 hand. He should not bid merely two notrump or give a double raise.

Responses to Opening Suit Two-Bids.—With one honor-trick or less and no biddable suit as good as x-x-x-x-x- (6 cards) or Q-J-x-x-x or K-x-x-x-x (five cards), responder should bid two

notrump; a negative response which denies strength. With any six-card suit, or a five-card suit as good as Q-J-x-x-x or K-x-x-x-x, responder should bid his suit. With adequate trump support and about one honor-trick or more, responder should give a single raise. With strong trump support (x-x-x-x-x or Q-x-x-x) but no ace, king, singleton, or void in the hand, responder should give a double raise. This is a warning limit bid, showing trump support, but nothing else. With one-plus honor-trick, responder should bid any biddable suit, or raise if able. With $1\frac{1}{2}$ honor-tricks responder should bid any biddable suit or should bid three notrump. With $2\frac{1}{2}$ honor-tricks, responder should bid four notrump. (This bid is forcing but not conventional.) Usually, with this number of honor-tricks, responder should prefer to show a biddable suit. With three honor-tricks or more, responder should bid five notrump (also forcing but not conventional) or first show a biddable suit.

Responses to Preemptive Bids.—Count winners and raise once for every winner over two, vulnerable, or three, not vulnerable, but do not raise past game unless slam seems sure. In counting winners count honor- and ruffing-tricks only.

NOTRUMP BIDDING

The Opening One Notrump.—Bid one notrump in any position, vulnerable or not vulnerable, holding $3\frac{1}{2}$ to 4 honor-tricks (never more) with stoppers in at least three suits, and with 4-3-3-3 distribution (4-4-3-2 if the doubleton is K-x or better).

Raises of Notrump Bids.—Raise an opening notrump to two notrump with two to $2\frac{1}{2}$ honor-tricks and balanced distribution. Raise to three notrump with 3 to $3\frac{1}{2}$ honor-tricks. Raise to four notrump with four honor-tricks or slightly better.

Takeouts of Notrump Bids.—Take out an opening notrump with one or less honor-tricks if you hold a six-card or longer suit. Take out to a five-card suit only with 5-5 two-suiter; otherwise pass. With $1\frac{1}{2}$ honor-tricks, take out to any five-card or longer suit. With two honor-tricks, jump to four in a six-card major, or to three in a five-card major suit with unbalanced distribution. With three or more honor-tricks, jump to three (forcing) in a five-card biddable suit.

DEFENSIVE BIDDING

Culbertson's Rule of Two and Three.—When your partner has made no bid, do not enter the bidding unless you have within two tricks of your contract if vulnerable and within three tricks if not vulnerable.

Minimum (No-Jump) Overcalls.—Overcall only when holding the required winners, including a five-card biddable suit and $1\frac{1}{2}$ to 3-plus honor-tricks. At one-odd, a four-card suit may occasionally be bid. A non-vulnerable overcall may sometimes be made with less than $1\frac{1}{2}$ honor-tricks, if holding more than the required number of winners.

Jump Defensive Overcalls.—This is a bid of one more than necessary after the opponents have opened the bidding; it shows about $3\frac{1}{2}$ honor-tricks and either a strong rebiddable suit or two

five-card or longer suits. Partner raises or responds with about one trick, honor or ruffing.

Notrump Overcalls of one or two are based on the Rule of Two and Three, but must contain at least one winner in the opponent's suit. Notrump overcalls of four, or five, after an opponent makes a preemptive bid, are forcing; partner must respond in his best suit. They are powerful takeout doubles.

Overcalling in Opponents' Suit shows a powerful hand (nearly the equivalent of an opening suit two-bid) and is forcing to game. About $4\frac{1}{2}$ to 5 honor-tricks are required, together with the Ace, a void, or (rarely) a singleton in the opponents' suit.

Takeout Doubles.—A double of not more than two of a suit, provided partner has not bid, and the double is made at the doubler's first opportunity, asks partner to take the double out in his best suit. The doubler must have 3 or more honor-tricks and must be prepared to support any weak four-card suit his partner bids, or to bid a suit of his own later.

Responses to Takeout Doubles.—If intervening opponent passes, double's partner must bid his best suit (longest). Prefer a major suit to a minor in responding to a takeout double. Pass for penalties only with four tricks in the opponent's suit. If intervening opponent bids, pass unless holding a good major suit or better than 1 honor-trick.

Preemptive Overcalls.—An overcall of two more than necessary, or a higher bid (as four spades over opponents' one heart) is the same as an opening preemptive bid of the same number.

Penalty Doubles.—The double of one notrump is a penalty double and partner is expected to pass unless he has a very weak hand with a five-card or longer suit, in which case he can mention his suit. (For fuller description of proper tactics, see Culbertson's Summary.)

The double is also for a penalty if partner has already bid, or if the doubled bid is two notrump or four or more in a suit. A double is also for penalties if it is not made at the doubler's first opportunity. Penalty doubles should be based on the expectation of setting the opponents two tricks or more. Count your honor-tricks, and tricks in the opponents' trump suit, and the honor-tricks shown by partner's bid.

SLAM BIDDING

The Four-Five Notrump Convention.—A four-notrump bid is absolutely forcing, and shows either three Aces, or two Aces and the King of a suit previously bid by either partner. Partner must bid five notrump with two Aces, or with one Ace and the Kings of all previously bid suits. He must show the Ace of any unbid suit which is lower-ranking than the suit in which the hand will finally be played. With no Ace, or with the Ace of a bid suit or of a higher-ranking unbid suit and no added values, he signs off by bidding five in the lowest ranking suit previously bid.

When the player who bids four notrump later bids five notrump he shows all four Aces.

POKER

1. AN APPROACH FOR BEGINNERS ONLY

This section is intended for the person who really knows nothing about the game of poker. Such a person may have friends who enjoy the game, and he may want to know what it is all about. He may have heard arguments about the rules or the intricacies of play, and thus be a bit afraid to start in. On the other hand, he may be dubious about the expense of the game, both from the expense of the equipment and the possibility of losing money in the betting. The following material answers these questions and consists of a straightforward, simple, and honest description of present-day poker.

ELEMENTARY PRINCIPLES OF POKER

Poker is a game played by two or more persons in which each player plays for himself alone, without any partnerships. One of the players is designated as a dealer and he serves a number of cards to each of the other players and to himself alike. No one player knows exactly the cards that the other players hold. Each player, in turn, has an opportunity to wager that his hand is better than any other player's. If he does not wish to wager in any game, he simply passes and throws away his hand, letting the others continue the play. At the end of each game, the player who holds the best cards (according to the scale of poker values) wins the collective wagers of the other players. There are several simple principles involved in the play of the cards.

1. **Poker Values of the Cards.** The rules of the game recognize the relative importance of certain cards, or combinations of cards, when they are held in a player's hand. Names are given to these hands as follows:

Flush: all cards of the same suit.

Straight: cards in sequence, such as 2-3-4-5-6.

Pair, Three of a kind, Four of a kind: cards of like denomination, such as two aces, three tens, or four jacks.

Full House: a hand that contains two cards of one denomination and three of another.

These poker values are described in detail in the official rules, and their relative values given. The principle of play is that if a player holds cards that contain a poker combination of greater value than the cards held by another

player, he has a better hand on which to wager. Of course, he can only guess what the other players are holding, but he can get some idea by the way in which the other players are betting.

The first thing that the beginning player should do is to learn these poker combinations, and to remember their relative values. Stripped of all conventions and complications, poker is a game in which a player hopes to be dealt cards that are valuable according to the arbitrary standards of value. He wagers, or bets, on the cards that he holds according to his idea of their importance and according to what he thinks other players are holding at the time.

- 2. Different Types of Poker Games.** The beginner is apt to be confused by the many existing poker variations and types of games. This confusion may be avoided by learning standard poker first, and then venturing into other forms gradually, mastering each in turn. Probably the best order in learning these games is: Draw Poker, Jack Pots, Stud Poker, and then other variations. The general laws of poker apply to all these games. Any player who understands Draw Poker thoroughly can easily pick up any of the variations.

Draw Poker. Each player is dealt five cards. He looks at these cards and determines their poker value. Each player, in turn around the table, has an opportunity to state whether he wants to bet on his cards or pass out of the game. After each player has had his chance to wager on his cards, the dealer proceeds with the draw. This means that all players who did not pass out of the game now have a chance to draw more cards to improve their hands. Each player then has the option of keeping the original five cards dealt to him, or of drawing any number of cards up to the total of five to improve his hand. He discards the number that he selects and places them face-down on the table. The dealer then gives him the same number of cards that he threw away and he takes them into his hand. He then has another chance to wager on his improved hand, against all other players' improved hands. After all have bet, the hands are shown and the hand that has the highest poker value wins the collective wagers. If a player once passes out of the game, he cannot collect any of the amount bet—no matter how good his hand may have been.

Jack Pots. This game is exactly like Draw Poker except that no player may even start the betting unless he holds a hand that contains a pair of jacks, or a hand that is higher than a pair of jacks according to the scale of poker values.

Stud Poker. There is no draw in this game, and the method of dealing differs from Draw Poker. The dealer commences by giving one card to each player face-down, and then to each player in turn one more card face-up. Each player looks at his face-down card, but this card remains concealed from the other players throughout the hand. Each player in turn then has a chance to bet on his two cards and thus stay in the game, or to decline to bet and pass out of the game. If he bets and stays in, he will be dealt another card on the next round, face-up. The same process is then repeated, and each player who is still in the game has a chance to bet or to drop out. This is continued until all players still in the game have received five cards (one of which is concealed, and four are exposed on the table). When final bets are made, the unexposed or "down" cards are turned up, and the best poker hand showing wins the pot.

In summary, each player may have five cards if he wishes to stay in the game and bet. The first card is dealt face-down and remains concealed from other players throughout the game. The other cards are dealt face-up, and one at a time. There is a round of betting after the dealing of the second, third, and fourth cards. If a player once passes, he turns down his exposed cards and is out of all further play in that game. The winner is the player who stays in the betting, and has the best poker hand at the finish.

Poker Variations. At the present time, Draw Poker, Jack Pots, and Stud Poker are probably the most popular games among standard poker players. Rather recently a number of variations of these games have been invented and adopted, in order to vary the play and to make it more exciting. All of these games are based upon the standard laws of poker and are easily understood by the player who knows Draw Poker and Stud Poker. A number of the most popular variations are described in the fourth section of this book.

- 3. The Rules of Betting.** According to the rules of the different games, there may be one betting interval or there may be several. A betting interval commences at the time the first person in turn has a chance to wager, and ends when all bets are equalized. The rules of betting are described in detail in the general laws of poker, but the main things to remember are the following:

If a player passes, he is entirely out of that particular hand. He discards his cards, and forfeits any chips that he may have bet. A player may pass only when it is his turn to speak, but he may later pass at any interval in the game.

The opportunity to speak—meaning to open the betting by wagering chips, to check, or to pass—is started with a designated person. In Draw Poker, this is the player on the left of the dealer. In Stud Poker, it is the player who has

the highest card or poker combination showing. After this first player, each in turn may speak, going around the table in a clock-wise direction.

In the beginning of the betting, a player may check, bet, or pass. If he checks, he means that he wishes to stay in the game, but not actually to offer a bet until he sees what the other players are doing. After a bet has been placed, no one may check in his turn. Players who have checked before the betting have an opportunity, in their turn, to meet the bet by wagering an equal amount, to raise the last previous bet, or to pass out of the game at this point.

The betting interval is over in any of the following situations:

If all players in turn have checked, without actually wagering any chips.

If only one player has put up a bet. (He takes the pot and the round is over.)

If two or more players remain in the game and their bets and any raises have been equalized.

If all players in turn have passed. (No one wins, and any money in the pot remains on the table for the next round.)

ADVANTAGES OF POKER AS A GAME

Poker is one of the most flexible of games and, from the mechanical standpoint, may be adapted to many types of players and playing situations. Real poker players realize these advantages automatically, but the beginner may be interested in having some of them pointed out to him.

1. *Number of Players.* Poker can be enjoyed by any number of players, from two to fourteen. The most satisfactory number consists of six or seven, but this is not essential.
2. *Costs Involved.* Poker can be played with very little initial outlay for equipment. Inexpensive chips and cards can be obtained, and any table used. The "confirmed" poker player, who loves the game, may desire to invest in real bone chips and a specially designed poker table, but these things are not necessary in order to enjoy the game and to learn it.

Some players are dubious about gambling debts. Such worries are unnecessary, because the game may be played at little or no cost, if the players desire it. Suggested methods of limiting the betting and determining the type of play are given in detail in Section II of this book.

3. *Variety in the Play.* The game would never have lasted for so many years if there were not variety in the play. Players of the old school never tire of the standard games. Modern players, who desire variation, may find any number of suggestions in the newer games.

4. *Psychology and the Players.* One of the elements of poker that fascinates many players is the fact that one plays the reactions of others as well as the actual cards held. There is so much guess-work and bluffing in the game, that the good player must study mannerisms and habits as well as the rules. This human aspect interests many persons.
5. *The Rules.* The principles of the game are very simple. The beginner may start out playing immediately and gain some enjoyment of the game. As he gains experience, he discovers the fine points of play and his attention is held. There should be no lapse of interest in the process of learning and playing poker, if a player likes games, has some card sense, and enjoys pitting his abilities against other people.

HOW TO BECOME A GOOD POKER PLAYER

Obviously the process of becoming a good poker player depends upon the opportunity for playing, the study of rules and strategy, and the personal disposition of the player. The following suggestions, however, may serve to help the beginner.

1. *The First Step.* Make a list of the relative poker values. Deal out a number of hands of five cards each, and note the possible poker values in each hand. After memorizing the list, deal out more hands; experiment with drawing cards to improve the hands, and note the results.
2. *The First Game.* Select one game and try out several hands face-up. Probably Draw Poker is the best one to start in on. Keep on playing this game until the principles of play are familiar. Do not try any other varieties until you understand the rules and the general method of play.
3. *Practice in Playing.* Take advantage of every opportunity to play. Notice what happens, both to yourself and to the other players. Familiarity with the various poker combinations may be gained through Poker Solitaire, but knowledge of the fundamentals of the game is acquired best in actual experience—in playing with other people.
4. *Study of the Rules and Ethics of Play.* Poker is played according to definite rules and according to traditional ethics. The beginning player should be careful to observe ethical procedure while he is learning the game, and he should study the rules as soon as he has gained enough knowledge through experience to understand them. The rules may seem complicated to the uninitiated, but the experienced poker player knows that there are good reasons for all of them. As a player becomes more expert, he should discover the reasons for the rules that he merely accepts in the beginning.
5. *Poker Strategy.* As soon as a player has mastered the rules of the game, he should turn his attention to strategy in the

play of the cards. In all types of poker games, a player conceals at least part of his hand from other players. He must guess not only the relative value of the cards that he holds, but also the possible value of other hands. In order to bet wisely he must at times outwit his opponents in the manner or amount of his wagers. There are no rules for successful poker strategy because of varying situations. The clever poker player studies suggestions made by experts and then experiments widely, drawing his own conclusions concerning the play.

6. *Watching the Play of Others.* If the opportunity is provided, sit behind good poker players and watch them play. If this is not possible, watch other players during the game, and figure out reasons for their moves. Poor players are obvious and the values of their hands easily guessed. Good players always have motives for their play.
7. *Intelligence Versus Instinct.* For years many good prospective card players have been frightened away from many hours of enjoyment by such terms as "the born card-player," "card sense," and "instinct for gambling." The good player does not inherit his ability or develop it suddenly. He develops skill through experience in playing and from being willing to apply every bit of his intelligence to the game at hand. It is only the poor player who blames his steady losses upon "lack of card instinct" or "habitual bad luck." Cards remain the same, and all players are dealt equal values over a period of time. The skillful player merely learns how to play these cards to their best advantage. If a player keeps at a game consistently and neither enjoys it nor gains in proficiency, it probably means that he fundamentally prefers other types of activity and thus will not concentrate upon the game itself. Poker is one of the finest card games for a congenial group of players, but keen enjoyment comes from intelligence in the play of the cards.

POKER

2. THE GAME OF POKER

A poker player must know more about the game than the official rules. In the first place, he must know how to plan the mechanics of play so that friction may be avoided and that players may obtain maximum enjoyment of the game itself. In the second place, he must understand and observe the traditional ethics of the game in order not to offend other players. Finally, he must study the strategy of the play in order to play a good game. Poker is a very simple game according to the rules, but the play of the cards and the behavior of the players make the process complicated. The successful poker player must study people as well as cards. He must play a good deal and try out all kinds of strategy. He acquires skill as he plays, but he can also add to this experience the good advice given in books. The following material consists of suggestions for good play that are done automatically by old poker players, and should be carefully studied by the amateur.

PRELIMINARY PLANNING OF POKER SESSIONS

Type of Game to be Played.—All players should know before play starts the nature of the game. Any "house rules" or local customs should be thoroughly explained to new players, or posted conspicuously. Some players prefer to have Jack Pots during most of the session, with an occasional round of Stud Poker. Others like more varied play, with many rounds of Dealer's Choice. Any system that is acceptable to the group is perfectly proper, but it should be discussed beforehand.

Sometimes the number of players affects the choice of game. For example, ten players could easily play Stud Poker, but Seven-card Stud would be out of the question with this number. If five were playing, it would be safe to allow a draw of five cards in Draw Poker, but with seven players it would be better to limit the draw to three cards.

The Stakes in the Game.—In determining the stakes to be played for, the main consideration should be the amount that players feel they can afford to lose. In the popular game of Penny Ante, the white chips are worth one cent each, the red chips five cents, and the blue ten cents. In the usual game the most that a player loses is under five dollars, and the average winning and losing are between one and two dollars. If players wish to play for less than this amount the same assignment of values should be made and, at the end of the game, all winnings and losings should be split in half, or in quarter in terms of actual money.

If the players wish to play for higher stakes, the white chips may be assigned a ten cent value, the red chips twenty-five cents, and the blue chips fifty. In this game the average losses are a bit under ten dollars. In playing for small stakes, players are apt to be more careless in betting than in a bigger game.

The number of raises allowed in each round of betting and the maximum amount to be bet each time have a great deal to do with the game. A conservative agreement should be to allow a maximum bet of a red chip each time, and to limit the number of raises in each betting interval to three per person.

In many informal games, players are allowed to borrow or buy more chips during a betting interval, but this practice is contrary to the general rules of poker. The rule of Table Stakes is popular among good players, but the old Unlimited Game is regarded as a dangerous one.

All of these matters should be decided before play starts. In addition, the following suggestions are offered to insure satisfaction among players and good feeling.

1. When a group meets regularly, play for the same stakes each time, and do not allow a gradual increasing of stakes.
2. Do not allow a raising or doubling of stakes during the last hour of a game unless all players think that they can afford it.
3. Settle all losses immediately and do not let them go over to the next session.
4. Have plenty of small chips in the play and on hand for change.
5. Select a good banker, but do not leave everything to him. He may be perfectly honest, but he may make mistakes that are hard to rectify later. The banker should write down all original purchases of chips made by players, and these stacks should be counted again by each player. All subsequent purchases should be recorded immediately and counted twice. It is safer to have each player initial the record of his purchase on the total account. Players' exchanges among themselves should also be recorded, although it is a better practice to buy from the banker than from another player. Each purchase should be for a total stack.

Time Limit of the Game.—Agree definitely beforehand upon a time limit for the game, and then do not play after this time. Violation of this principle is a bad precedent and can cause bad feeling. Even in the informal game where very little money is involved, this time limit should be set.

Rules to Be Followed.—Whether the game is for recreation or for more serious play, there should be a definite understanding

of the rules. All players should make an effort to know all the rules and to stand by them regardless of any situation. Sometimes one of the players knows more about rules than the others, and there is a general agreement to take his word at all times. It is safer to specify some available written code, such as the general laws in this book. This principle applies to the ethics of play as well as to the actual rules.

ETHICS OF PLAY

Bluffing.—The word "bluff" originated in the game of poker and traditionally it belongs to the game. To bluff means to try to mislead through conversation, mannerisms, or the play of the cards. Many players particularly like this element of the game, because it is perfectly proper for them to talk as much as they wish to. Nothing matters except the actual betting of chips or passing. The old expression, "Cards and not conversation count," applies properly to the game of poker. The terms, "Poker Face" and "Wooden Indian" describe those players who prefer to keep a stolid expression all during play. These players think that obvious bluffing gives away too many hands and can be seen through in the long run. Either method is perfectly proper in poker, and it is a matter of personal taste or judgment in the situation at hand.

Rules of Play.—Good players are rightly annoyed when other players are not familiar with the accepted rules and ethics of play. There would be no disputes in poker if all players knew the rules and adhered to them. It is perfectly proper to question proposed variations of the game, to talk over commonly disputed points beforehand, and to agree upon the stakes and the time limit of the game. A checking on the banker does not question his honesty: it assists him in his duty.

Looking at Other Hands.—The rules prevent looking at other hands in some circumstances, but such action is contrary to good ethical procedure in all cases. Even if a player has passed his own hand, he should not even ask to see the hand of another player. Neither should he ask the assistance of another player, or someone who is not playing. It is also annoying to examine cards remaining in the pack after others have been served, in order to see what might have happened if the hand had not been passed up. Some players like to have "post-mortems" and examine hands to see what might have happened if all had stayed, but this not only delays the game but also may give away a player's system.

Playing Out of Turn.—The rules do not allow any playing out of the regular rotation, but often this practice is condoned in

informal play. Especially is this true of the pass out of turn, when players throw down a bad hand when they first look at it. A pass out of turn is just as improper as a bet, and is not fair to players who have not yet had their chance to speak.

Handling of Chips.—Players should be careful to keep their own bets in front of them on the table, and not to mix them up with others in the pot. This is especially true when playing under the rule of Table Stakes. Players also should keep their surplus chips in full view of all players; and not conceal the number.

Losing and Winning.—Nothing is quite so annoying as a poor loser or a gloating winner. Players should play only for sums that they can afford to lose, and should pay promptly at the end of the game.

Cheating.—Cheating and other unfair play have no place in a poker game. The only answer to such conduct is a refusal to play again. Some of the literature on poker contains descriptions of such methods, but fortunately the card-sharper is very limited in scope and popularity.

Disputed Points.—In the play of the cards there are a few points that are answered in the rules, but may be disputed from the standpoint of local ethics.

1. *Betting Blind.* Some players insist that when a player states that he is betting blind, meaning that he has placed a bet before looking at his cards, that he must tell the truth. It is commonly understood that a player may say anything that he wishes to, and that only his action counts. The rules allow this type of bluff, but it is better avoided because so many players feel strongly that it is unethical.
2. *An Obviously Beaten Hand.* Sometimes, on the last round of stud, there may be only two players left in the game. One of these players offers a bet, even though he is obviously beaten on the board. Usually this is done through carelessness or inattention. Some players feel that such a bet may not be made, and that the player may take back any chips bet when he could not possibly win. On the other hand, the rules state that players should watch the play at all times, and that chips once put into the pot may not be withdrawn—even if they have been bet in error. Players must decide for themselves whether they will play according to the official rules, or a local custom that differs.
3. *Passing a Hand.* It is a common understanding that if a player, in his turn, places his hand face-down on the table, this gesture is a signal that he passes out of the game and

that no further verbal comment is necessary. It is a safer play, to avoid any possible argument, to say "I pass" at the same time. According to strict rule, the gesture suffices because a hand, once turned down, becomes part of the discard and may not be looked at or played again.

Improper Betting. If a player states the amount that he intends to bet and then is slow about actually putting up the chips, the next player sometimes goes ahead with his play. In all cases, this "mouth bet" should be made good, but it is much better practice not to proceed with play until the bet on the right has actually been made. If a player is "shy" in the pot and has not put up the number of chips that he should have, the error should be noted at the time and corrected before any further play. After a pot has been taken in, such an error may not be claimed.

STRATEGY IN THE PLAY

Luck and Winning.—Poker has a reputation of being a game in which luck determines the winner. The good player knows that this is not true and that he can win consistently with bad cards. The strategic player wins steadily over a period of time and the player who "never has any luck in poker" is simply not a good player. There are many superstitions that players talk about and even abide by, at times. They speak of "A good run of cards," "Periods of bad luck," and "A change of seat brings a change in luck," but they know at heart that only the playing of the cards affects the score. Only in a group where the players are of absolutely equal ability does the luck in holding cards figure prominently, and even in such a group the winning evens up in several sessions. On the other hand, such a group practically never exists because players vary tremendously in their knowledge and skill in poker.

Personal Habits of Players.—A good player studies the personal habits of his opponents in the same way that he studies his own play. Habitual reactions or mannerisms give away the relative value of many a hand, and this information is often of great advantage to an opponent. Among some of such habits are the following:

Betting only on a good hand or a sure thing.

Always playing to call a hand, after once joining in the betting.

Coming into every jack pot that is opened.

Betting or passing too quickly.

Examining other hands (at stud) when a good hand is held.

Looking at the hole card (at stud) several times during the game.

Trying to conceal the value of a hand by always bluffing.
Giving a good hand away by some typical gesture, such as stacking chips or lighting a cigarette.

The Play of the Cards.—Strategy in the play is not acquired by any set rule or precepts. It is a long and complicated study, and always varies in terms of the situation at hand. A good player must be able to sense when to open a pot, stay, call, pass, or raise. He must learn to vary his play and to disguise his hand. Some of these things are learned through experience, others through the advice of good players or the opportunity for watching skillful play, and most of them may be found out through reading good books or articles. The books listed at the end of this section contain much good advice on the play of the cards, but they must be studied carefully.

The following suggestions include some of the most important points in good poker.

Do not hesitate to bet occasionally on a poor hand, but only do it when your hand will be shown. This is an investment for future bluffing.

Vary your style of play and do not form habits.

Study other players, both in mannerisms and in ways of playing cards.

Learn the rules and understand their significance.

Learn how to appraise a hand in terms of the current situation.

Remember the following common mistakes that should usually be avoided:

Always drawing to one pair.

Betting too high on two pairs.

Opening every pot immediately with a pair of jacks.

Drawing four cards for a jack pot.

Drawing to a three-card straight or flush.

Mathematics and Poker.—The relative values of poker hands have not been assigned arbitrarily. They have been determined by a rather complicated mathematical process of counting the actual number of poker hands in the pack. The poker hands were then arranged in relative value, according to their total numbers. In this process, the poker hand of five cards was considered in each case. For example, there are only thirteen possible combinations of four-of-a-kind in the pack, but each combination must have one other card in order to make the five-card poker hand. For each four, there are 48 other cards to be combined in the hand. There are 624 possible poker hands of four-of-a-kind in the pack (13×48).

In the same manner, the chances of improving hands in the draw are obtained. The following charts are presented in order

that the player may know the exact probabilities of holding and drawing poker combinations. The implications in the figures should act as a general guide to the play of the cards.

In dealing with these figures, the player should remember that the chances of improving any hand remain the same irrespective of the number of players. On the other hand, the relative values of the hands decrease as the number of players increases.

POSSIBLE POKER HANDS IN A 52-CARD PACK

Straight Flush.....	40
Four of a Kind.....	624
Full House.....	3,744
Flush.....	5,108
Straight.....	10,200
Three of a Kind.....	54,912
Two Pairs.....	123,552
One Pair.....	1,098,240
No Pair, less than above.....	1,302,540
Total.....	2,598,960

POSSIBLE HANDS OF LESS VALUE THAN ONE PAIR

Ace High.....	502,860
King High.....	335,580
Queen High.....	213,180
Jack High.....	127,500
Ten High.....	70,380
Nine High.....	34,680
Eight High.....	14,280
Seven High.....	4,080
Total.....	1,302,540

CHANCES OF BEING DEALT POKER COMBINATIONS IN THE ORIGINAL FIVE CARDS

Royal Flush.....	1 in 649,740
Straight Flush.....	1 in 64,974
Four of a Kind.....	1 in 4,165
Full House.....	1 in 694
Flush.....	1 in 509*
Straight.....	1 in 256*
Three of a Kind.....	1 in 48*
Two Pairs.....	1 in 21*
One Pair.....	1 in 2½*
No Pair.....	1 in 2*

*From the book "Oswald Jacoby on Poker" published by Doubleday Doran & Co., Inc., New York

CHANCES OF IMPROVING A HAND ON THE DRAW (JACK POTS OR DRAW POKER)

Cards Held in Hand	Cards Drawn	Possible Im- provement	Odds Against Making
One Pair	3	Two Pair Threes Full House Fours Anything	5 to 1 8 to 1 97 to 1 359 to 1 2½ to 1
One Pair and an Ace Kicker	2	Aces Up Another Pair Threes Full House Fours Anything	7½ to 1* 17 to 1* 12 to 1 118 to 1* 1080 to 1 3 to 1*
Two Pairs	1	Full House Anything	11 to 1* 11 to 1*
Threes	2	Full House Fours Anything	15⅓ to 1* 22½ to 1* 8½ to 1*
Threes and One Odd Card	1	Full House Fours Anything	14⅔ to 1* 46 to 1* 11 to 1
Four Straight (Open-end)	1	Straight	5 to 1
Four Straight (One end or interior)	1	Straight	11 to 1
Four Flush	1	Flush	4½ to 1
Four Straight Flush (Both ends open)	1	Straight Flush Anything	22½ to 1* 2 to 1*
Four Straight Flush (Interior or end)	1	Straight Flush Anything	46 to 1* 3 to 1*
One Ace	4	Pair of Aces Aces Up	3 to 1* 14 to 1*

*From the book "Oswald Jacoby on Poker" published by Doubleday Doran & Co., Inc., New York

POKER

3. THE OFFICIAL RULES

GENERAL LAWS

The Cards

Number.—The standard pack of 52 cards is used for most games. If there are only a few players in the game, the deleted or stripped pack may be used by common agreement: in this case the deuces and treys are removed and not used in the play. If there are eight players, each dealer in turn takes no cards for himself and is out of the play for the one game. If there are more than eight players (except in Stud Poker) the 60-card pack should be used, that includes the 11 and 12-spots in each suit.

Rank.—The cards rank from the A K Q down to the 4, 3, 2, with the privilege of ranking the ace below the deuce in forming sequences. If the ace is used at the bottom of a straight (5-4-3-2-1) it loses its high rank and becomes the lowest card. In the stripped pack, the lowest straight would be 7-6-5-4-1.

Suits.—The suits have no rank in poker. A Royal Flush in hearts, for example, is of equal value to a Royal Flush in spades or any other suit.

Packs.—It is customary to use two packs of cards with different backs or contrasting colors. While the first pack is being dealt, the second pack is being shuffled by the preceding dealer, and so on.

The Players

Number.—Any number from two to eight may play at the same table with the 52-card pack, although the dealer should take no cards for himself when eight are playing. Six or seven players constitute the most satisfactory number. Each person plays entirely for himself, and no partnerships are allowed.

Seats at the Table.—Ordinarily players take a choice of seats, giving the banker the first selection. If a player should demand it, the order is determined as follows: the first dealer (as determined by the cut) sits at the head of the table and deals a card face-up to each of the other players, who take their places according to the rank of the card received. The player who received the lowest card sits at the dealer's left, and so on around

the table. The ace is the lowest card. Ties sit together, or cut again for choice.

Change of Seats.—At the end of every hour's play any player may demand that the cards be thrown around for a change of seats. The process is similar to that used for determining the initial arrangement of seats.

New Players.—If a newcomer enters the game at any time, cards are dealt to all players already in the game, and the new arrival takes his place where the lowest card falls. If there is a tie in the lowest card, he sits where the first one fell.

Preliminaries

Banker.—Some one player is elected banker for the evening. He distributes the chips, supplies more upon request, and settles accounts at the end of the session. Other players assist the banker by checking upon all transactions throughout the play.

Betting Limits.—Before any play starts, there must be common agreement upon the value of the chips, the amount of the ante (the bet before the deal), the maximum amount of any one bet, and the maximum number of raises that any one player may make during a betting interval.

Chips.—For convenience in play, chips or counters are used in place of actual money in the betting. These chips may represent any amount in value, but must be agreed upon before play starts. The white chips are usually equal to the lowest amount, the red next, and the blue highest. Sometimes yellow chips are used, and they are higher in value than all others.

Time Limit.—Before any play starts, a definite time for the termination of the game should be set.

Type of Play.—Before any play starts, there must be common agreement of the rules to be used and the type of game. Any local understandings or house rules that depart from official play must be understood by all players, or posted conspicuously.

The Deal

First Dealer.—The cards are first dealt around the table to each player in turn, and the person to whom the first jack falls becomes the dealer for the first hand. After this hand, the deal passes around to the left in regular rotation, each player dealing a complete hand in turn.

Shuffle.—Any player has the right to shuffle the cards, the dealer last.

Cut.—After the shuffle, the dealer must present the pack to the player on his right to be cut. This player may cut the cards, or he may refuse to do so. If he refuses to cut, no other player may insist upon the cut. At least five cards must be left in each packet when the cards are cut. If there is any confusion in the cut or if a card is exposed in the process, the pack must be reshuffled and cut again. After the cut, the parts of the pack must be reunited and dealt as a whole. No player has the right to demand that the cards be cut after the deal has started or at any later time, as the original run or rotation of the cards must be retained as far as possible throughout the play.

Deal.—The cards are dealt one at a time to each player in the circle, commencing with the player on the dealer's left and continuing in a clockwise direction.

Misdeal.—In all cases of a misdeal the same dealer deals again, and with the same pack. No player who has looked at any of his cards may demand a new deal for any reason except an imperfect pack. A misdeal may be claimed for any of the following offenses.

1. If a card is exposed during the cutting or the reuniting of the separate packets.
2. If the pack has not been offered for cutting.
3. If any card is found faced in the pack, before any actual betting has started.
4. If any two cards are exposed in the original deal. If any one card is exposed by the dealer, the card must be taken by the player for whom it was originally intended. If two cards are exposed, even to different players, there must be a redeal.
5. If at any time during the deal or during later play, it is discovered that an imperfect pack is being used. An imperfect pack is one in which there are duplicate cards, missing cards, or cards that can be identified by their backs.
6. If too many or too few hands are dealt to players.
7. If the wrong dealer is dealing. This must be stopped before the deal is completed, or it stands.

The Hands

Rank of the Hands.—Beginning with best possible poker combination, hands of five cards each rank according to the following scale of relative poker values:

1. *Royal Flush*: the five highest cards in any one suit, such as the A-K-Q-J-10 of diamonds.

2. *Straight Flush*: any five cards of the same suit in sequence, such as the 9-8-7-6-5 of spades. This particular straight flush is termed, "9-high." The ace-high flush is a royal flush.
3. *Four of a Kind*: any four cards of the same denomination, one of each suit, such as four jacks. The odd, or fifth, card may be anything.
4. *Full House*: any three cards of one denomination combined with two of another denomination, such as three kings and a pair of nines. This particular full house is termed "kings over nines." The highest triplet wins over the triplet in another hand according to rank value, regardless of the pair.
5. *Flush*: any five cards of the same suit, not in sequence, such as K-9-5-3-2 of hearts. Flushes rank according to the highest card, and this particular flush is termed a "king-high" flush.
6. *Straight*: a sequence of five cards in various suits, such as 10 (diamonds) — 9 (diamonds) — 8 (hearts) — 7 (clubs) — 6 (clubs). Straight rank according to the highest card, and this particular straight is termed a "ten-high" straight. If an ace occurs in a straight, it may be called either high or low: the highest straight is a sequence from ace to ten, and the lowest a sequence from five to ace.
7. *Three of a Kind*: any three cards of the same denomination, such as three queens. The two odd cards in the hand may be any two unmatched cards.
8. *Two Pairs*: any pair of one denomination combined with a pair of a different denomination, such as two jacks and two queens. The higher pair gives the rank of the hand, and this particular combination is termed "queens up." The odd card may be any card other than the denomination of either of the pairs.
9. *One Pair*: any two cards of the same denomination, combined with three other unmatched cards.
10. *High Card*: any hand that contains none of the foregoing combinations. It is ranked by the highest card in it. The K and J of clubs, the 9 of diamonds, and the 7 and 2 of spades would be termed "king high."

Ties.—If two hands are tied in poker value, they divide the pot. Since a poker hand consists of five cards, the odd cards sometimes determine the winner. The relative rank of hands that are tied in poker value is determined as follows:

1. *Royal Flushes*: the pot is split because suits have no rank in poker.
2. *Straight Flushes*: the rank of the top or highest card of the sequence determines the winner.

3. *Four of a Kind*: the rank of the higher four determines the winner, regardless of the odd card.
4. *Full Houses*: the rank of the higher triplet determines the winner, regardless of the pair.
5. *Flushes*: the rank of the top or highest card in the flush determines the winner. If the top cards are tied in rank, the next highest in either hand is the determining factor, and so on if the second card is also tied.
6. *Straights*: the rank of the top or highest card in the sequence determines the winner.
7. *Three of a Kind*: the rank of the higher triplet determines the winner, regardless of the outside cards.
8. *Two Pairs*: the rank of the higher pair determines the winner. If the higher pairs are the same, the rank of the second pair is the determining factor. If both pairs are alike in two hands, the rank of the odd card decides the hand.
9. *One Pair*: the rank of the higher pair determines the winner. If the pairs are alike, the rank of the highest odd card is the determining factor. If these cards are of equal rank, the next highest decides, and so on.
10. *High Card*: the rank of the highest card determines the winner. If these cards are of equal rank, the next highest is the determining factor, and so on.

Local Hands.—In some localities, notably in the South, certain poker combinations are recognized that are not included in the official rules. These hands are played only locally, and by common agreement of all players. Among the better known are Big Dog, Little Dog, Big Tiger, Little Tiger, Blaze, Dutch Straight or Skip, and Kilter. These hands and their relative rank are all defined in the glossary of this book.

Irregular Hands.—An irregular hand is one that contains more or less than five cards. If a player holds such a hand and has looked at one or more of the cards in it, that hand is foul and the player must withdraw from the game. He automatically forfeits any chips that he may have put into the pot up to this time.

If a player announces, before looking at the face of any of his cards, that he has been dealt less than five and the other players have their right number, the dealer must complete the hand with a card from the top of the pack the moment his attention is called to the shortage. If he has looked at his hand, it is foul. (Some players have a local custom of allowing such a player to go on with the game, playing with four cards, but this is contrary to official rule.)

If a player announces, before looking at the face of any of his cards, that he has been dealt more than five and the others have

their right number, he may ask the dealer to draw one of these cards face-down, provided that no player has made a bet. The card so drawn must be placed upon the bottom of the pack.

If more than one player is dealt an irregular hand, there must be a new deal.

If one player has six cards and another player has four only, the deal being otherwise correct and neither player having looked at his cards, the dealer must be called upon to draw one of the six cards face-down to complete the short hand.

A player, having once thrown down his cards, may not take them back under any circumstances.

The Betting

Ante.—The ante is a compulsory bet made before the deal. The amount of the ante depends upon the type of game played and the preliminary decision of the players.

Bet.—A bet is a declaration by the contender, speaking in his proper turn, in the form of chips put into the pot. A player bets any amount within the betting limits of the game he is playing and his judgment of the situation at the time.

Betting Interval.—The betting interval occurs after a round of cards has been dealt. During this period each player in the game has a chance to wager against his opponents. The interval is opened by the proper player (according to the game played). This opener may check, bet, or pass out of the game. Other players, in turn to the left of the opener, may check, bet, raise, call, or pass according to the definition of these terms and the situation at hand. The betting interval is completed when all bets are equalized or all players have checked around the table.

Check.—The first player, whose turn it is to speak concerning the betting, may decide to check. This is a declaration to the effect that the player wishes to stay in the game, but does not wish to offer a bet—at least not at the present. He thus transfers the privilege of speaking to the next player at his left, who may also check, bet, or pass out of the game. All players at the table may check if they wish to: this action calls for a show-down of all hands still in the game or, as in the case of Stud Poker, another round of cards. No one may check after a bet has once been made: after such a bet, players who checked have a chance in their proper turn to meet the bet, raise it, or pass.

Raise.—After a bet has been made, subsequent players may meet the amount of the bet and add to it. The increased stakes constitute a raise, which may only be followed by a call, a pass, or another raise within the limits of the game set.

Call.—The call is a bet of amount equal to the last previous bet made by a player. The call assumes that a player accepts the original bet and any later raises by meeting them with an equal sum, but that he does not wish to increase the betting—at least not for the present. When all players have called and thus equalized the bets, this is a signal for a show-down of all hands still in the pot or, as in the case of Stud Poker, another round of cards.

Pass.—A player who passes must turn down his hand and place it among the discards. This gesture signifies that he withdraws from the game and forfeits any chips that he may have placed in the pot. A player may pass only in his proper turn.

The Showdown

Completion of Betting.—When the amounts bet by players who still hold cards are equal, no one wishing to raise any further, all hands in the call are shown to the board. These hands should be shown in their entirety, and at the same time. The hand with the highest poker value wins the pot.

Showing the Cards.—If one player places a bet, and no one meets this bet or raises it, the player may take in the pot without showing his cards. If a player is in the showdown with other players, whether he called the last bet or whether his bet was called, he is not allowed to admit that he is beaten and conceal his cards as other players have paid to see them. If one player admits mistakenly that another hand is better than his, and that hand takes the pot, it is too late to correct this error—as there is no longer any pot on the table for which to dispute.

Irregularities and Variations in Play

Irregularities in Betting.—The following offenses are contrary to official rules of poker:

1. *Betting Out of Turn.* Any player who speaks out of turn, whether it is to bet, raise, check, or call, drops out of play and loses any chips already contributed to the pot. If all other players decide to condone the error, play is resumed at the proper place and the player in error must make the same bet, meet any raises, or else contribute the amount that he mentioned and withdraw from the game.
2. *Passing Out of Turn.* A player who passes out of turn is out of the play for that hand. Some players have adopted a local rule that penalizes such an offense by a compulsory contribution of a chip to the pot.
3. *Improper Betting.* Chips once placed in the pool, even by mistake, may not be taken out again unless it is admitted

by all that the player in error was mistaken as to the value of the chips that he contributed.

4. *Reclaiming Cards.* Once a player has passed and placed his cards face-down on the table, he may not reclaim any of these cards. They are considered as part of the discard and may not be looked at by anyone.
5. *Improper Placing of Chips.* Chips should be deposited in a total amount and no later additions or deductions made. Once a bet is announced and made in proper turn, it may not be changed.

Other Irregularities in the Play

1. *Individual Betting.* Each player should place his own chips that are bet in a separate pile in front of him. This rule is particularly important when playing Table Stakes.
2. *Refusing to Show.* If a player who is in the call refuses to show his hand or a part of his hand, he should be penalized by some penalty agreed upon by players before the game starts.
3. *Foul Hand.* If, at any time, a player's hand contains more or less than five cards and he has looked at any of these cards, his hand is foul. He must withdraw from the game immediately and forfeit all chips that he has contributed. If a player has a foul hand on the call and there is another player with a fair hand with which to contend it, the player with the fair hand gets the pot—regardless of the value of his hand. If there are two players in the call in this case, the one with the higher hand gets the pot. If there are no players in the call, the pot remains on the table for the next round.
4. *Imperfect Pack.* When an imperfect pack is discovered, play should be abandoned immediately and all bets on that round returned to the players. This rule does not apply to previous deals, played before the imperfect pack was discovered.
5. *Discarded Hands.* Hands, or part of hands, discarded by players should be put face-down on the table. They may never be looked at by anyone.
6. *Cards Exposed by Players.* There is no penalty when a player exposes his own card, nor any redress. The player may continue in the play, and the exposed card only reacts to his own disadvantage.
7. *Dealing the Last Card.* Under no circumstances may the last card be dealt to a player. If, because of the large number of players or the type of game played, the dealer finds that all cards but one have been dealt, this card must be

placed among the discards. The discards are then shuffled and cut for further dealing.

8. *Poker Ethics.* The behavior of players, as determined by the traditional ethics of the game, may be regarded as unwritten laws.

Common Variations in the Play.—There are a number of methods of setting betting limits and recognizing unusually good hands that are proper in the game. All players should select those that they wish to follow, before play actually starts.

1. *Unlimited Game.* This is the original way of playing poker, in which a player may bet any number of chips or amount of money, without limit. If a player cannot meet a bet at the time, he is given twenty-four hours to get the money before the game proceeds.
2. *Stipulated Limits.* This method consists of setting a maximum amount for a single bet and a maximum number of raises that any one player may make during a betting interval. These limits are agreed upon by players before play starts.
3. *Double-Up Game.* This is an arrangement whereby players may bet as much as there is in the pot, with a maximum agreed upon beforehand.
4. *Table Stakes.* This is an agreement to raise the betting limit to the amount that any player has on the table before him at the time. No player may increase the amount of his table stake after he has looked at any of the cards dealt to him. If a player has not enough chips to call during the play, he may call a sight for what he has, and separate that part of the pool from the rest, so that other players may go on and call a sight for their piles, or call the bet, or raise it in turn. If the one who calls a sight has the best hand on the showdown, he takes the part of the pot that belongs to him—all the chips bet before he called a sight and all that met his final stake. Any others decide the rest of the pot on the merit of their hands.
5. *Short Showdown.* This is the same principle of calling for a sight in Table Stakes. A player may never purchase more chips during the play of the hand, but he may compete for a percentage of the pot commensurate with the number of chips that he has on hand.*
6. *Freeze Out.* Each player starts the game with an equal number of chips, mutually agreed upon. As soon as any player

*This law, as stated, is a strict rule of poker and has been followed for many years. In recent years, however, there is an increasing tendency among players in informal play to disregard this rule and to allow the purchase of chips at any time during the play. The point should be settled by players before play starts.

loses his stake he retires from the game, which is continued until some one player has all the chips.

7. *Whangdoodles*. A Whangdoodle is a round of Jack Pots. It is sometimes agreed to play a round of Jack Pots after a remarkable hand, or to wind up a session. Some players prefer to have only one deal, and others prefer to have each dealer have one chance.
8. *Premiums or Royalties*. It is sometimes agreed to pay a bonus for hands above a certain value, such as full house or better. There should be agreement beforehand as to the amount to be paid by each player, and whether the hand must be called in the play or merely held by a player.

DRAW POKER

The distinguishing feature of Draw Poker is that a player may discard some of the cards originally dealt to him, and draw others in an attempt to improve his hand. There are several well known games of Draw Poker, but probably the most generally popular at the present time is Jack Pots. The other games vary mainly in the matter of the ante and the opening, and are described in this section under that heading. For all games of Draw Poker, the general laws of poker are followed, with the stated exceptions.

The Ante and the Opening

Jack Pots.—Usually each player puts up an equal amount for an ante, agreed upon before play starts. Some players, by local agreement, prefer to have the dealer make the only ante, and this usually consists of a white chip.

After five cards have been dealt, the player on the left of the dealer has the privilege of opening the pot. He may place a bet, and thus open the pot, if he has a hand containing a pair of jacks, or a hand that has some better poker combination than a pair of jacks. Holding such a hand entitles a player to open, but does not force him to do so. If the player does not open, he passes, and the privilege is given to the next player on his left. This process continues around the table to each player in turn. Once a player opens the pot, each player in turn after him has the privilege of staying in by meeting the bet, raising the bet, or passing out of the game. Players who passed before the opening have one more chance to decide whether they will meet the bet or any later raises, or pass out of the game. When all bets have been equalized, those players who are still in the game are ready for the draw.

If all players pass without opening the pot, there must be another deal. The cards are all gathered in, reshuffled, cut, and dealt, and each player "sweetens" the pot by adding another chip as an additional ante. Custom differs in respect to the

second deal. Some players prefer to have the deal passed to the next player on the left of the original dealer and, if this pot is also not opened, the deal goes to the next player in order: the deal is thus passed around the table to players in turn, until the pot is opened, and is sweetened after each failure to open. Other players prefer to have the same dealer continue dealing until the pot is finally opened, with the same sweetening process before each deal. Still other players prefer a system whereby the opener must have a hand of queens or better to open when a pot is passed, kings or better if the pot is passed a second time, aces or better the third time, then kings or better the fourth time, queens or better the fifth time, and so on. This method is called Progressive Jack Pots. All players agree that the pot must be sweetened after each passed deal, and that the pot may not be opened until a player has the stipulated hand for opening and desires to do so. In any event, the method of opening should be agreed upon before play starts.

If a player opens the pot and no one calls his bet or raises it, he must show his whole hand face-up in order to claim the pot. The deal then passes on to the left, to the next dealer.

Straight Draw Poker.—The general procedure for the ante and the opening is the same as for Jack Pots, except that a player may open on any hand whatsoever (jacks or better not being required).

Pass Out.—In this form of the game there is no privilege of passing before the opening and then having a chance to join in the betting. If a player once passes, he is out of the game.

Blind and Straddle.—This is the original form of Draw Poker, but its popularity has waned considerably in recent years. The player at the left of the dealer is known as the age, and must put up an agreed amount, usually a white chip, as a blind before seeing his cards. This is a compulsory bet and never varies in amount. The player to the left of the blind may pass or he may raise the blind: this raise is known as a straddle, and must be double the amount of the blind, or two chips. The advantage of the straddle is to double the amount of the usual ante and to make the next player at the left of the straddler the first to say whether he will stay in the game. If the blind is straddled, the next player at the left may straddle again, by doubling the last previous straddle, and the next player may straddle him again, and so on around the table until the agreed straddle limit has been reached. If any person, in his turn, refuses to straddle, this prevents any player on his left from a further straddle: such a refusal puts an end to the period of blind and straddle, and the players may look at the five cards dealt them. A straddle may thus be made only by a player who sits at the left of the blind or a straddler.

The next process consists of the ante, which is a declaration as to whether or not the players will stay in the game for the draw. After looking at his cards, the player to the left of the blind, or to the left of the last straddler if there has been any, has the first say. If he does not wish to continue in the play, he passes, turns down his hand, and withdraws from the game: the privilege is thus passed on to the next player at the left, and so on around the table. The first player who decides to stay must ante, and this ante consists of double the value of the blind, or the last straddle. Any following players who wish to stay in and draw cards, must equal the amount of this ante, the age putting up enough to make his blind equal to the total ante. After an ante has been placed, each player in turn may raise the ante up to any amount within the betting limits. Any such raises must be met in turn by the players who wish to stay in the game, according to the general laws of poker. The amount of the ante may not be raised except when it is the turn of a player to make good or equal the amount of another player's bet: thus a player may not raise his own ante unless some other player has increased it before him. If no one calls the ante, this player wins the pot and the game is over. If two or more players are in the game, and bets are equalized, this betting interval is over, and players still in the game are ready for the draw.

Blind Opening.—In this game, after cards have been dealt and looked at by players, the player on the dealer's left is required to open the pot for a specified amount, regardless of the hand that he holds. Other players have the option of meeting the compulsory bet, raising it, or passing, according to the general laws of poker betting. In some sections of the country, the player to the left of the blind opener is required to raise this bet if he wishes to stay in the game for a draw.

Block System.—In this game, twenty-five chips are put into the pot before play starts: these chips consist of a nineteen-chip ante of the dealer, a two-chip blind opening by the player at the left of the dealer, and a compulsory raise to four chips by the second player on the left of the dealer. The third player then has the first privilege of betting, after he has looked at his cards. The limit of any player's raise before the draw consists of two chips. After the draw the limit for any raise is the total number of chips bet by each player before the draw.

The Draw

Method of the Deal.—All players who have remained in the game by making good the ante and any subsequent raises may draw cards to improve their hands. A player may discard any or all of his original five cards, or he may "stand pat" by keeping his original hand. When six or seven players are in the game, it is customary to limit the amount of the draw to four, or even three

cards, in order to facilitate play and prevent using too many of the discards—but this must be met by local agreement beforehand. Each player must state distinctly the number of cards that he wishes, which are given to him promptly. When serving himself, the dealer must state aloud the number of cards that he takes.

If the opener in a game of Jack Pots remains in the game for the draw, he must place his discard under the chips in front of him, regardless of what he holds or what he is drawing to. This discard must be obvious to other players and must remain there throughout the game, even if other discards are gathered up and redealt. He may split his opening qualifications if he wishes to do so, and he is not obliged to state this fact. After his discard he is then at liberty to draw in the same way as any other player.

Dealing cards for the draw begins with the player on the dealer's left and proceeds as usual around the table. No player should discard until it is his turn to draw cards.

Incorrect Dealing in the Draw.—The following irregularities constitute errors on the part of the dealer. They may be corrected or penalized as stated:

1. Any card found faced in the pack must be shown to all players and then placed among the discards on the table. It may not be dealt to a player. The cards after the faced card are served in regular rotation to players.
2. Any card exposed by the dealer in dealing, turned over by the wind in the deal, exposed on the bottom of the pack, or otherwise shown so that it can be identified by name by any player, may not be dealt. Such a card must be placed face-down among the discards. If the card is exposed as it is being dealt to a player, it cannot be replaced until all other players, including the dealer, have been served their required number of cards.
3. If a player asks for the correct number of cards and the dealer fails to give them to him, the error must be corrected the moment the dealer's attention is called to it, provided that the player has not lifted or looked at any of the drawn cards. If the player has looked at any of the drawn cards, his hand is foul. If he has not looked at them and has a surplus card, this card should be placed on the top of the pack and dealt in the usual order. If he has too few cards, these cards should be supplied immediately, without waiting for others to be served.
4. If a player allows the person on his left to be served out of his proper turn, he must play his hand without drawing, or abandon it. If he has discarded, his hand is dead.

5. If only the player to be served can see a card about to be dealt to him, and no one else can name it, he must take that card.
6. If the dealer deals too many cards for himself, he must take them. If he looks at any of them, his hand is foul. If he has not looked at any of the cards drawn, he must discard his original hand to make a correct number with the draw.
7. If the dealer takes too few cards, his hand is foul. (Some players allow the dealer to play with an insufficient number of cards, but this practice is contrary to the general laws of poker.)
8. The last card in the pack may never be dealt to a player. If there are still players waiting to be served, the last card should be added to all discards made up to this point, and these cards shuffled and cut before proceeding with the deal.
9. If a player asks for too few cards before discarding and before the next player has been served, the error may be corrected. If he has looked at any of the cards his hand is foul.
10. If a player asks for too many cards before discarding and before the next player has been served, the error may be corrected. If he has looked at any of the cards to be drawn, his hand is foul. If he has not discarded and the next player has been served, he may correct the error by discarding enough cards from his original hand to make a correct number with the draw.

Other Irregularities in the Draw.—The following irregularities constitute errors, not necessarily made by the dealer. They may be corrected or penalized as stated:

1. There must be no change in the arrangement of the pack between dealing the original hand and the end of the draw. Shuffling and cutting are not allowed, except when the cards are exhausted and discards must be used for further draws. Cards exposed by the dealer constitute the only exception to this rule, and procedure in this situation is described in the rules of "Incorrect Dealing in the Draw."
2. A player must have five cards, including his discard and the cards held in his hand, in order to draw.
3. Any card taken from a player's hand and discarded face-down on the table may not be taken back under any circumstances.
4. If the cards on the draw become inadvertently mixed up with discards or another player's draw, the dealer may be called upon to straighten them out. If he cannot do so, the players must either draw at random or else abandon their hands.

5. Each player should discard only when it is his turn to receive cards, and not before this time. He should receive the whole amount of his draw before the next player discards.
6. No player is allowed to give any information concerning the number of cards drawn by a player, except in the case of the dealer. A player who is still in the game and has not yet bet may ask how many cards the dealer drew, and the dealer must give the required information. Under no other circumstances may such information concerning any player's draw be given.
7. Any penalties for irregularities not stated here should be determined before play starts. The amount of the penalty depends upon the seriousness of the error and the game.

The Betting After the Draw

Opening the Betting.—After the draw has been completed, the final betting interval starts. Regardless of the type of Draw Poker being played, the privilege of starting the betting is given to the player who opened the pot before the draw. In the Blind and Straddle game, the player next to the left of the age may make the first bet. If the opener is not still in the game, the privilege passes to the player next to the left of the original opener who remains in the betting. Commencing with this player, each player still in the game may check, bet, raise, and call according to the general laws of poker betting. If no one calls or raises the opener's bet, he takes the pot.

Showing Openers.—In all cases opening qualifications must be shown to the table, in order to prove that the pot was opened correctly. If the opener passes out of the game before the draw or if no player meets his opening bet, he must show his whole hand of five cards to the table in order to claim the pot. If either of these situations arise after the draw, all the opener need show are his opening qualifications and the rest of his hand face-down in order to prove a fair hand of five cards.

False Openers.—If the player has opened without the necessary qualifications, or is unable to show his openers for any reason, the following rules apply:

1. If it is discovered, during the betting, that the pot was opened falsely, the opener's hand is foul and he loses all claim to the pot. In addition he forfeits any of his chips already bet. Those players still in the game are allowed to remain and play, regardless of the false opening.

Note: There are several other methods of dealing with false openers that players may prefer.

- (a) If a player announces, during the course of the betting, that he does not have openers, any player who has openers may announce the fact. This player takes the place of the original opener, and the game proceeds. If there is no true opener, all players except the false opener withdraw their bets and the deal passes. The bets of the false opener remain in the pot for the next game.
- (b) When the false opening is discovered, each player withdraws his chips already bet, and the false opener makes the entire amount good. This pot passes on to the next game.
- (c) When the false opening is discovered, all players who are still in the pot under the impression that it was opened correctly are allowed to remain and play. The false opener forfeits any chips already contributed and, in addition, he must ante for all players in the next game.

Players should agree upon the penalty before any play starts. In some sections, even more severe penalties are imposed upon the false opener, especially if the error is discovered after the draw. If there is no such previous agreement, the usual custom should hold: this custom consists of allowing players who are still in the game to remain, of compelling the false opener to leave any chips already bet by him in the pool, and of having him ante for all on the next game.

2. If the false opening is not discovered before the show-down, the pot goes to the highest fair hand regardless; if all hands have been abandoned, the pot remains upon the table for the next game, and the false opener is penalized in the agreed manner.
3. If an opener who is not called after the draw has a foul hand (four or six cards), he still takes the pot unless some other player has a hand that is fair. If any player has such a hand, even though he has not bet, the pot remains on the table for the next game, and the opener puts up an ante for all players in the game.

STUD POKER

The distinguishing feature of Stud Poker is that each player's first card is dealt face-down, and his other four face-up, with a betting interval between each round of dealing. There is no drawing of cards to improve hands, and, because of this fact, any number from two to ten players may easily take part in the game. If players wish to make use of the discards, it is safe to allow as many as fourteen players to take part in the game.

The Deal.—There is no ante for this form of poker. The dealer serves one card to each player in turn face-down, beginning with the player to his left. He then gives each player another card face-up. After these two cards are dealt, a betting interval ensues. When the bets are equal, the dealer serves another card to each player still in the game, and another betting interval takes place. This process continues until each player has five cards, and then the final round of betting and showdown terminate the game. If, at any time during the game, only one player remains in the game, the betting is over and this player takes the pot.

The second, third, fourth, and fifth cards dealt to each player are known as the exposed cards. These cards remain face-up on the table in front of each player as long as he remains in the game. If a player passes, he turns over his exposed cards. The first card is the hole card, and its identity is known only to player to whom it is dealt, until the showdown. As each card is dealt to a player, the dealer should announce the possible value of the hand, such as "Possible Straight," "Pair of Sevens," "King High," and so on. This allows players at a distance to know what cards are exposed, and tends to speed up the game.

The Betting.—At the beginning of each betting interval, the player with the best card or poker value showing is the assigned bettor, and has the privilege of starting the betting. Only combinations actually showing count in determining this bettor, not possible combinations. If there is a tie in the value of the highest card, or combination, the player nearer the dealer is the assigned bettor. This player may check, bet, or pass, and the betting continues around to the left according to the general laws of poker. If all players check in turn around the table, the betting interval is considered concluded, and the dealer continues with the next round of dealing.

When the final round of betting is over and all bets are equalized, those remaining in the game must show their whole hands by turning over the hole cards. According to its obvious value, the best hand wins on the showdown.

Irregularities.—In all forms of poker a strong effort is made to preserve the original order of the cards in dealing. While this principle still holds in Stud Poker, the fact that so many cards are already exposed alters the rule in some cases. The following situations call for rulings that differ from the general laws of poker.

1. *Omitting the Cut.* If a player notices that the pack has not been offered for cutting before any exposed cards are dealt, any hole cards that have been dealt must be gathered up and the pack reshuffled, cut, and dealt. If any exposed cards have been dealt, the deal stands.
2. *Exposing the Bottom Card of the Pack.* If a player at any time can name the bottom card on the pack in the dealer's hand,

the deal must be stopped immediately, and all cards left in the dealer's hand shuffled and cut before proceeding with the deal.

3. *Card Found Faced in the Pack.* If the dealer comes across a card found faced in the pack, the player to whom it was intended must take it unless it is a hole card or the next card after a round has been dealt. In either of these cases, this card must be added to the cards left in the dealer's hand, and the pack shuffled and cut before proceeding with the deal.
4. *Exposing a Hole Card.* If a player exposes his own hole card, he should turn it down immediately and continue play without penalty or retribution. If the dealer exposes a hole card in dealing, on the first round, this card should remain exposed and the next card dealt to the player face-down. If the dealer, by mistake, serves the third card face-up to a player, the player may remain in the game and ask for the fourth card face-down. If the dealer serves the fourth card face-up, the player has the option of staying in the game and asking for the last card down, or withdrawing from the game and taking out any chips that he has contributed up to this time.
5. *Incorrect Dealing of Exposed Cards.* If the dealer commences another round of exposed cards before the betting has been completed, the cards must be gathered in and reshuffled before proceeding with the deal. If a dealer omits a player in dealing the exposed cards, the cards already dealt must be shifted backward until the player has his proper card, and the deal proceeds. If the dealer deals too many exposed cards, all the cards exposed on that round must be gathered up, added to the cards left in the pack and reshuffled before proceeding with the deal.
6. *Flashing a Card.* If a dealer sees that there will not be enough cards to go around on the last deal, he may proceed with the deal and gather in discards when the cards run out. Some players prefer to have the dealer flash a card: this means that the next card in the pack is exposed to the table and may be claimed by all players as the fifth card in their hands. This point must be agreed upon beforehand.

STRAIGHT POKER, OR BLUFF

Although this game was the original one in this country, from which all varieties of poker are derived, it is not played to any great extent at the present time. The general laws of poker are followed and there is no drawing of cards.

The Buck.—The buck is some object used to mark the position of the player whose turn it is to put up an agreed amount. or

ante, at the beginning of the game. Originally the buck was a hunting knife of buckhorn, but a pen-knife or some similar object will suffice. At the beginning of the game, the buck is given to the first dealer, who puts up the ante. He then passes the buck to the next player at his left, who must ante on the next deal. The amount of the ante never varies, and should be agreed upon before play starts.

The Betting.—After each player has received his five cards, the one to the left of the dealer, after looking at his hand, may bet any amount within the agreed limit or he may pass. If the pot is not opened, the next player has the same privilege and betting proceeds according to the general laws of poker betting. Any player who passed before a bet was made, may come in on his turn. If all players pass, the holder of the buck must ante, making a double pool, and then pass the buck; the deal passes on and no hands are shown.

POKER

4. VARIATIONS OF THE GAME

The game of poker has been varied in play more than any other game. In spite of changes and innovations, standard poker has persisted and is still the choice of many players. Others prefer the occasional introduction of the new games in order to speed up the play and to see valuable hands more often. Still others play nothing but the variations, and delight in making up new games for themselves. Fortunately, poker can be played with enjoyment by all groups and the choice of the game is left entirely to the decision of the majority of players.

In recent years, variations have developed locally as fast as human ingenuity could concoct them. An attempt to collect and list all types throughout the United States would result in an unwieldy and voluminous publication. A general survey of these games, however, reveals the fact that there are a number of more popular varieties—even though they are called by different names by local groups of players. In addition, there are certain accepted rules that apply to the playing of these games. The material in this section consists of a statement of these general rules and a listing of the more common varieties of poker games. Throughout the descriptions of these games, it should be remembered that the general laws of poker apply, with the exceptions made for the use of "wild cards" and in the general play of the hands.

GENERAL RULES

Dealer's Choice.—This expression means that the current dealer has the right to name the game to be played and to determine the rules or variations. He may state, "Stud Poker," and imply that he selects standard Stud Poker, using the general laws. On the other hand, he may change the rules for his deal by saying, "Stud Poker with the deuces wild." When playing dealer's choice, the dealer is the final authority unless he selects a game for which official rules are published and he does not indicate any changes from these rules before the game starts.

There are various methods of assigning the dealer's choice. Among the most popular are the following systems:

1. Each dealer, in his turn, names the game. If dealers, in succession, wish to continue the same game selected by dealers before them, they have the right to do so. There is, however, a possibility that the game may be changed with every new deal.

2. After any player holds an unusually valuable poker combination, such as four of a kind or a straight flush, a round of dealer's choice is declared. This may be for one deal only, or it may apply to each dealer in turn, once around the table.
3. The first dealer names a game, which must be played by each dealer once around the table. After one round of this game, ending with the first dealer, the next player on the left names another game for his deal and for the round.
4. One game, such as Jack Pots, is selected for the main game of the poker session. A buck is put in the center of the table with the ante. The winner of the first pot takes the ante and the buck. When it becomes the turn of this player to deal, he may name any game to be played on that hand. The buck then goes to the winner of this pot and he too may name the game when it is his turn to deal. When the holder of the buck is not dealing, all games must be the main game of the session, Jack Pots. In case that the dealer has selected a high-low game, the winner nearer to the left of the present dealer takes the buck.

Wild Cards.—The holder of a card that is designated as wild may call this card anything that he pleases, in order to improve his hand.

1. *Poker With the Joker.* The original name of this game is Mistigris. The joker may be added to the 52-card pack and used in all poker games as a wild card.
2. *Modified Joker.* Some players call this game the Bug. The joker is added to the pack, but it may be called only an ace or a card to fill a straight or a flush.
3. *Deuces Wild.* This game is one of the oldest in the use of wild cards. All deuces are considered wild, and the game is played as if there were four jokers. Any deuces held in hands may be played as natural deuces, or be called any other cards.
4. *Specified Wild Cards.* Any particular card, or combination of cards, may be called wild, according to the whim of the dealer. He may specify such cards as, "Treys," "Black Sevens," "Jacks with Moustaches," "King with a Profile," and so on.
5. *Cards That Make a Hand Foul.* The dealer may specify that the holding of a certain card will make a hand foul, causing the holder to withdraw from the game and lose any chips contributed. For example, he may call for a game of Stud Poker and qualify it by saying, "The red fours are wild, but the black fours kill your hand unless they are concealed." This means that the red four-spots are wild whether they are exposed or hole cards. A black four as a hole card

may be treated at its natural value, but a black four dealt as an exposed card makes the hand immediately foul.

Rank of the Hands.—The rank of the hands is determined by the general laws of poker, with one exception: five of a kind is the best possible hand and beats a royal flush.

When determining the assigned bettor on the first round of Stud Poker, a wild card is of higher value than an ace. The holder of a wild card must have a pair, and this value is higher than any single card.

High-Low Pots.—Any high-low game is played according to the understanding that there are two winners of the pot, the player with the highest hand takes one half and the player with the lowest hand takes the other. There are several rules connected with the splitting of the pot.

1. *Value of the Low Hand.* The value of the low hand, or runt, is determined inversely according to the general poker laws of a flush rank. The lowest possible hand is 7-5-4-3-2, in various suits. Low hands are decided by the rank of the highest card in the hand, and the lowest card has nothing to do with it unless the first four cards are tied in value. Thus 9-8-7-5-4 is lower than 10-5-4-3-2, because the 9 ranks below the 10. If the highest cards are tied in two hands, the next highest card decides the value. Thus, 9-8-7-3-2 is lower than 9-8-7-4-2.
2. *The Odd Chip in the Pot.* If the pot does not contain an even number of chips when it is divided, the odd chip goes to the winner of the high hand.
3. *Rank of the Ace.* In most high-low games, the ace has only its high ranking, except at the bottom of a 5-high straight. Thus any low hand, except a straight, that contains an ace, is called "Ace High." Some players prefer to stipulate ahead of time that the ace may be called either high or low, but this must be done before play starts.
4. *Method of Declaration.* On the showdown there are several methods of declaring whether a player is contending with a high or low hand. This should be decided before play starts. Among the most popular are the following methods:
 - (1) All players in the final call show their hands and, on the basis of the obvious poker combinations, players decide whether they are playing high or low—and state the value of their hands.
 - (2) Each player in turn, beginning with the player on the dealer's left, states whether he is playing for high or low, before any hands are shown to the table.

- (3) Before any hands are shown, each player decides mentally whether he is playing for high or low. If he decides upon low, he takes a white chip in his hand without letting other players see it; a red chip if he decides upon high; a blue chip for both high and low. When all have decided, the signal is given and players expose the colors of their chips at the same time. If only two players are in the call and they both decide upon high, the higher hand takes the whole pot.
- (4) Playing for both high and low. Some players prefer to allow a player to play for both high and low on the same hand, if he so desires. The player selects mentally two hands of five cards each from among the cards that he holds: this is possible only when playing with wild cards dealt to him. If a player claims both high and low, and is tied or beaten on either claim, he loses any title to the pot. The pot then goes to the players with the next highest and lowest hands. If only one player remains, he takes the whole pot.

Tied Hands.—If two hands are tied in poker value, in all five cards, the hand with the fewest wild cards in it wins the pot. Several examples may serve to illustrate this rule. A natural royal flush (with no wild cards in it) will beat a royal flush that uses a wild card. In Deuces Wild, the hand A-2-9-4-3 would be called a pair of aces (if the cards were in mixed suits) and would beat A-A-7-6-3, because the first hand has a higher outside card and the 9 is higher than the 7.

Double-Ace Flush.—A wild card may be called anything that the holder wishes, except the duplicate of a card already held in a flush hand. This eliminates the ace-ace-high flush. For example, A-K-7-6-4 in one suit would beat A-Joker-6-5-3 because the best that the joker could be called is a king and the third card decides the pot. In some sections of the country the double-ace flush is recognized locally, but this is contrary to general acceptance and must be agreed upon by all players beforehand.

Stating the Value of a Hand.—When using wild cards, the players in the call must state the value of their hands and not (as in standard poker) let the value speak for itself. If a player does not discover that his hand is of higher value than he claimed before the pot is taken in by another player, it is too late as there is no longer any pot for which to dispute. On the other hand, he should be careful to verify the claims of others who insist that their hands are better than his.

Names of Games.—Players should be warned that the same variations are given different names in various sections of the

country, and also that games of the same name are often played locally with slight changes. Players should be careful to question the dealer beforehand concerning disputed points or details of the game chosen by him.

VARIATIONS OF STUD POKER

5-Card High-Low Stud.—This game is played according to the general laws of Stud Poker, except that the pot is divided equally between the highest and the lowest hands on the call.

5-Card Stud with Wild Cards.—Any card or combination of cards may be called wild in this game. The game may also be called high-low.

5-Card Stud, Last Card Down.—This is regular Stud Poker, with the fifth card dealt face-down instead of up.

5-Card Stud, Individual Wild Card.—This game is sometimes called Mexican Stud. The first two cards are dealt to each player face-down. Players look at their cards and select one to be placed face-up. The concealed card is then wild for each player. After a round of betting, another card is dealt around face-down. Each player decides which of the two concealed cards to turn face-down, and which to keep in his hand for a wild card. Another round of betting follows. The process continues until each player has four cards exposed before him, and one wild card concealed in his hand. This card is wild only for the player who holds it, and likewise wild are all other cards of the same denomination of the concealed card. After the final round of betting, all those players still in the game show their concealed cards and announce the value of their hands. The game is often played high-low.

5-Card Stud, Last Card Optionally Down.—This game is similar to standard Stud Poker, except that the player may turn up his hole card before the fifth cards are dealt and ask for his fifth card face-down.

5-Card Stud, Five Betting Intervals.—This game is sometimes called Pistol, or Hole-Card Stud. It is played according to the standard laws of Stud Poker, except that there is a betting interval after the first hole card is dealt and before the second card is dealt face-up.

7-Card Stud.—This game is also known as Peek Poker, 7-Toed Pete, and Down the River. The game is similar to regular Stud Poker except that each player is dealt seven cards: the first

two face-down, the next four face-up, and the last one down. There are five betting intervals, commencing after the dealing of the third card. On the showdown each player selects any five of his cards as his poker hand for the game. The game is usually played high-low.

7-Card Stud Variation.—This game is also called High-Low-and-Divide. On the first round of dealing each player receives two cards, one down and one up. After the betting interval he receives two more cards, one down and one up. After betting, two more cards are dealt similarly. After betting, the last card is dealt down. Each player then has three cards exposed on the table and four concealed in his hand. He turns over and discards one card from the table and one from his hand, leaving a poker hand of two exposed cards and three concealed. The final round of betting follows, before the showdown.

Stud Variations, Other Than 5 or 7 Cards.—These games are played, in general, with the rules of 7-Card Stud. When six cards are used there may be two cards down and the next four up, or the first two may be down and also the last one. In 8-Card Stud, the first two are dealt down, the next five up, and the last one down. Some players try even more strange combinations of up and down cards, up to a total of ten.

VARIATIONS OF DRAW POKER

Low Ball.—This is a variation of Jack Pots. Play starts as usual, but if the pot is not opened the game changes to Low Ball. This means that each player has another chance to open the pot, but on the showdown the lowest hand wins rather than the highest.

Whiskey Poker.—The dealer serves five cards, face-down, to each player and an extra hand of five cards in the middle of the table. The extra hand is called the "widow." He must deal to each player in turn around to the left, one card at a time, then the widow, then himself last. Each player, beginning at the dealer's left, has the option of exchanging his hand for the widow, or keeping it as it is. If he takes up the widow, he places his five cards face-up on the table and they become the new widow. Each player in turn has the option of taking up the new widow, or of keeping his own hand. If a player does not wish to take up the entire widow, he may select any number of cards from the widow cards and substitute the same number of cards from his own hand. Thus, if any player takes up the widow and spreads his own hand, the next player at his left may do any one of three things: (1) Discard from his own hand, replacing with cards

drawn from the widow, (2) Exchange his entire hand for the exposed widow, or (3) Play the hand as it was dealt to him. If he wishes to play his original hand, he signals by knocking on the table, but he cannot draw and knock at the same time.

The process of exchanging cards continues around the table until some player knocks. A knock means that this player will show his present hand when it is his turn next around the table, and that thus each player has only one more chance to exchange cards. No player may draw after he has once knocked.

The dealer, or any other player, may knock before the widow is exposed, if he wishes to. If no one takes the widow until it comes around to the dealer, and no one has knocked, the dealer must either take up the widow for himself, or turn it face-up on the table. Even if the dealer knocks, and does not take up the widow, he must spread it on the table for each player to see and draw once more. If any player, other than the dealer, knocks before the widow is exposed, the widow does not have to be exposed unless some player wishes to exchange it during the last round.

After the knock and the final round of draws, all hands are shown to the table. The highest takes the pot, if a pot has been made by an ante from all. The lowest pays the forfeit agreed upon beforehand. Some players prefer to have a round of betting before the showdown.

The Wild Widow.—This game is similar to Draw Poker except that, after four cards have been dealt to each player, the next card is dealt face-up in the center of the table and it remains there during the game. The fifth cards are then dealt to players, to complete their hands. The card in the center of the table is wild throughout the game, and also the three other cards of the same denomination as the center card are wild. Thus, if an eight is in the center, the three other eights are wild.

Spit in the Ocean.—This game is similar to Draw Poker except that only four cards are dealt to each player. The next card in the pack is turned face-up in the center of the table and is considered as the fifth card in each player's hand. This card is wild, and the others of the same denomination are also wild throughout the game.

There is a variation of Spit in the Ocean in which three cards are dealt face-down in the center, and four to each player. The center cards take the place of the Draw. Each of these cards is turned up, one at a time, followed by a round of betting. The players have the option of using center cards to complete their hands. On the showdown, each player selects a poker hand of five cards, combining any of the center cards with the cards in his own hand. The game may be played high-low.

Shotgun.—Three cards are dealt to each player face-down and there is a round of betting. Other rounds of betting follow the dealing of the fourth and the fifth cards. Players still in the game draw to improve their hands, and there is a final round of betting.

Double-barreled Shotgun.—This game is also called Texas Tech and is similar to Shotgun except that it is high-low, and that each player exposes one card at a time for betting after the draw.

Variations of Spit in the Ocean and Shotgun.—There are several variations of these games, usually played high-low, involving the choice of center cards.

One game is called Cincinnati, Lame Brains, and other names. Five cards are dealt to each player and another hand of five cards face-down on the table. The center cards are turned up, one at a time, with a round of betting after each is exposed. Players select a hand of five cards from among the cards in their own hands and the five on the table. Sometimes this game is played with the center card in the middle wild, and sometimes with the lowest card on the table wild.

In the variation called Round the World, each player is dealt four cards and there are four cards in the center of the table, face-down. The game is played for a high hand only. The center cards are turned up one at a time, with a round of betting after each card is exposed.

OTHER VARIATIONS OF POKER

Hurricane.—Only two cards are dealt to each player, and the highest hand that can be held consists of two aces. The game is played as Straight Poker, or it can be played with the draw. Sometimes wild cards are added, and sometimes it is played high-low.

Three-card Monte.—One card is dealt to each player face-down and two cards face-up, with a round of betting following the dealing of each card. The usual rank of poker value is used, except that there cannot be two pairs, full house, or four of a kind. Straight and flushes are composed of three cards only.

Show Five Cards.—Seven cards are dealt face-down to each player, and each player looks at his cards. At a signal from the dealer, each player who wishes to be in the game turns up one of his cards on the table. Before giving the signal, the dealer should inquire whether everyone is ready. After the cards are exposed, there is a round of betting. After the betting is completed, the dealer gives the signal for the exposure of the second cards. All these second cards must be exposed at the same time. The process continues until all players in the game have five cards exposed before them for the showdown. The game is

usually played high-low. It is not unusual for a player to change his mind during the game and try for a low hand rather than a high one, according to the cards exposed by other players.

Baseball.—This game is played according to the rules of 5 or 7-card Stud Poker, with the following special rules applying to designated cards:

1. A three-spot dealt as an exposed card makes the hand foul, and the player withdraws from the game, forfeiting any chips that he may have contributed. A concealed three-spot is wild.
2. A four-spot dealt as an exposed card entitles the player to have another card dealt to him face-up and immediately. A concealed four-spot counts its natural value.
3. All nine-spots are wild, whether exposed or concealed.

Five-Suit Poker.—In recent years a new 65-card pack has been devised. The original 52 cards remain the same, but another complete suit of 13 cards has been added. The extra suit is called the Eagle suit in the United States and the Royal suit in Europe. These added cards enable more players to get into the game of poker, without the danger of running out of cards. This pack may be used for any poker game, with no change in basic principles. The only difference in the rules consists of two points in the rank of the hands, and is determined by the mathematical concept of probabilities of making various hands in the play. Five of a kind is the recognized highest hand, and a flush ranks before the full house in value. The rank of hands, beginning with the highest possible, is as follows:

Five of a Kind
Royal Flush
Straight Flush
Four of a Kind
Ordinary Flush (other than straight flush)
Full House
Ordinary Straight (other than straight flush)
Three of a Kind
Two Pairs
One Pair

Poker Solitaire.—There are several types of Poker Solitaire, and they are also called Patience Poker. They are intended for the individual who is playing alone against scores made at other times, but they may also be adapted to competitive play between two or more players. In the latter case, each player has a pack of cards and keeps his own score for each separate game,

in order to compare it with the other players. The comparison of scores of the game either determines the winner or serves as the basis of a running account over a period of time.

1. *Standard Poker Solitaire*. Deal one card at a time and arrange the first twenty-five in the pack into a square of five cards across and five cards up and down. Place the first card anywhere. Each succeeding card, as it is dealt, must touch another card—either at the corner, the end, or the side. There is no special order in the arrangement as long as there are no more than five cards in each row, and as long as each card (as it is dealt and placed) touches another on the table either horizontally or vertically or diagonally. The object of the game is to so arrange cards in the square that the most valuable poker combinations possible may be made in the rows—both across and also up and down. Once the card is put in place, it may not be moved during the deal. The whole trick in the game is the arrangement of the cards, and in trying to make good poker combinations in the rows. After the square is completed, the player counts up his total score. Points are given for the various poker combinations, and the player adds the points of his vertical rows to those of his horizontal rows. There are several different systems of scoring, but the two given here are among the most popular.

<i>Poker Combinations in the Rows</i>	<i>Points (U. S. System)</i>	<i>Points (English System)</i>
Royal Flush.....	100	30
Straight Flush.....	75	30
Four of a Kind.....	50	16
Full House.....	25	10
Flush.....	20	5
Straight.....	15	12
Three of a Kind.....	10	6
Two Pairs.....	5	3
One Pair.....	2	1

2. *Poker Solitaire Variation Number 1*. Deal the first twenty-five cards in the pack into a square of five cards across and five cards up and down. Move these cards about in any way, in order to form the best possible poker combinations both vertically and horizontally. Score the combinations in the rows according to the standard poker solitaire system.
3. *Poker Solitaire Variation Number 2*. Count off twenty-nine cards from the pack and add the joker to them as a wild card. Deal them into a square of five cards across and five cards up and down, discarding any five cards at any time during the process. After turning down the first card,

each succeeding card must touch another either at the side, corner, or end. The joker may be called any card whatsoever, according to the rule of wild cards. Scores on both vertical and horizontal rows are added together, according to the following system of assigning points for poker combinations.

<i>Poker Combinations</i>	<i>Points</i>
Five of a Kind.....	30
Royal Flush.....	30
Straight Flush.....	25
Four of a Kind.....	20
Straight.....	16
Full House.....	12
Flush.....	8
Three of a Kind.....	5
Two Pairs.....	3
One Pair.....	1

4. *Poker Solitaire Variation Number 3.* Deal out the first twenty-five cards of the pack, placing each one in turn into any of five separate poker hands. Once a card is put in one of the hands, it may not be changed. Score the poker combinations in the hands according to the standard poker solitaire system.
5. *Poker Solitaire Variation Number 4.* Deal the first twenty-five cards of the pack into a square of five cards across and five cards up and down. After the first card is dealt, each succeeding one must touch another card either at the side or the end. A card may not be placed so that it touches another card only at a corner. Once a card is put in place, it may not be changed. When a card is placed in a corner and is completely surrounded by other cards, the player may place the next card anywhere that he wishes. This game is similar to Standard Poker Solitaire in the scoring system.

RELATED GAMES

As variations and innovations of poker have crept into the game, it has become the practice of some players to interrupt a poker session with a game of chance that is not based upon poker rules or poker values. Because of the prevalence of this custom, a few of the most popular of these games are presented here.

1. Up and Down the River.—The dealer serves each player five cards face-up, dealing one at a time to each player. After all have been served, he starts dealing a hand of five cards to himself. After the first card he announces that all holders of

cards similar in denomination to that card must contribute one chip to the pot. All holders of the second card that the dealer turns up must put double the amount, or two chips, into the pot. All holders of the same denomination as the third card turned by the dealer again double the contribution by placing four chips in the pot, eight chips for the fourth card, and sixteen chips for the fifth card. The dealer then removes these five cards, and deals himself five more. The process is reversed for this second hand. All holders of cards of the same denomination as the first card turned by the dealer take out one chip, two chips for the second card, four chips for the third, eight chips for the fourth, and sixteen chips for the fifth. The dealer takes what is left of the pot, or supplies the discrepancy. The game is also called Put and Take.

2. Black Jack.—This game is also known as Twenty-One or Vingt-et-Un. There are many local ways of playing it, involving the definition of a Black Jack, the method of splitting cards, and so on. Players should inquire concerning these customs before playing.

Cards have no suit rank and the counting value of the individual cards is as follows: kings, queens, and jacks count ten points each; aces count either one or eleven points each; other cards count at their face number value. The object of the game is to hold cards, the total face value of which most nearly approaches twenty-one, without passing that number. Each player is dealt two cards, face-down. After looking at them, he makes a bet on each. The dealer starts with the player at his left, and each player in turn may draw as many cards face-up as he wishes for each card. By calling for extra cards, players try to make a total of twenty-one by adding the separate values of the cards.

If a player passes twenty-one, the player immediately surrenders the chips that he bet to the dealer. If he is under twenty-one and decides to hold that number, he tells the dealer to pass on. If he is exactly twenty-one he tells the dealer to pass on. If he has been dealt an ace and a black jack, the dealer immediately pays him double the amount that he bet on the card and he keeps his bet also.

After serving all players, the dealer turns up as many cards as he wishes for himself. If he passes twenty-one, he immediately pays all bets still on the table. If he reaches exactly twenty-one, all players still in the game pay him the amounts that they have bet. If he deals himself an ace and a black jack, all players still in the game pay him double the amounts that they have bet. If he stops under twenty-one, he pays all players who have any more than the amount on which he stopped; all players with similar count or lower than the dealer's pay him what they have bet.

Some players prefer to have the dealer look at the first card after all bets have been made. If, at this time, the dealer thinks that he has a good card, he is allowed to require all players to double the bets that they have made on their two cards.

3. Red Dog.—Each player must ante one chip into the pool before the game starts. The dealer then serves five cards to each player, one at a time and face-down. The player on the left of the dealer, after looking at his cards, may either pass or bet. If he passes, he pays a chip forfeit to the pool. If he bets, he wagers that he has a card of the same suit as the undealt top card of the pack in the dealer's hand, and that his card is higher in denomination: he may bet anything from one chip up to the total number of chips in the pool at the time. Each player in turn has one chance to bet or to pass. If all players pass, the pool remains for the next game.

After all players have had a chance to bet or to pass, the dealer turns up the top card of the pack for the player at his left. If this player has a card of the same suit and of higher rank, he collects from the pool as many chips as he bet. If he fails, he loses his bet to the pool, and the dealer proceeds to the next player to the left who has bet. He turns up the next card of the pack for this player, and the process is repeated. The dealer takes what is left in the pool at the end of the game, or supplies the discrepancy to players who won their bets.

4. Red and Black.—Suits have no rank and the cards count in value as follows: kings, queens, and jacks, ten points each; aces one point other cards according to their numerical face value. The original dealing of five cards, the betting, and the draw are similar to Draw Poker. The game is high-low, and the purpose of the game is to hold the highest or the lowest hands, according to the count of the cards. All red cards in hands count their real value, and all black cards count a minus value. Thus, a hand of all red cards would have a plus value, a hand of all black cards all minus, and a mixed hand would involve subtraction.

TECHNICAL TERMS AND EXPRESSIONS COMMONLY USED IN POKER

As poker has been played through many years, a number of technical terms and common expressions have been adopted by players. Some of these have become almost obsolete at the present time, but others are more permanent and have been passed down to modern players along with the rules. It is interesting to note that poker has provided a number of words that have been taken over into general use in the English language, such as, "Pass the Buck," "Bluff," and "Full House." The following list is a rather extensive one, including technical terms, colloquial expressions of earlier and later times, and general playing expressions.

Age—Eldest hand, the player to the dealer's left.

Alternate Straight—Same as Dutch Straight or Skip.

Ante—A bet made before drawing cards: the amount that a player must put into the pot in order to come into the game.

Back In—To come back into the betting and the play after checking.

Back to Back—In Stud Poker, when the first two cards dealt to a player are a pair—one face-down and one face-up.

Banker—The player who is elected by the others to take charge of the distribution of chips and the settling of accounts at the end of the game.

Bet—Declaration on the part of the contender, speaking in his proper turn, in the form of chips put into the pool: the personal wager on the part of any player.

Big Dog—A hand that is ace-high and nine-low, with one card missing in the sequence. This hand is not recognized in standard poker values except as an ace-high hand, but in some local rules it is considered as beating a straight and Little Dog, and losing to a flush.

Big Tiger—A hand that is king-high and eight-low, with one card missing in the sequence. This hand is not recognized in standard poker value except as a king-high hand, but in some local rules it is considered as losing to a Little Dog and a flush.

Blaze—A hand consisting of any five picture cards, not including pairs or sequences. This hand is not recognized in standard poker values, but in some local rules it is considered as beating two pairs and losing to three of a kind.

Blind—A compulsory bet made by the age in the older form of

Draw Poker, before any player looks at his cards: any bet before looking at the cards.

Bobtail—A four-card straight or flush.

Breathe—To pass the first opportunity to bet, with the opportunity of coming in if anyone else bets: to check.

Buck—An object, formerly a knife, used to mark the position of a player who has some special privilege or duty during the game.

Bug—A joker that counts only as an ace, or as a wild card in filling a straight or flush: gambler's gadget for holding out cards under the edge of the table.

Buried Card—A card that is placed among the discards or among the undealt cards so that no player knows exactly where it is.

Burnt Card—A card that is purposely turned face-up on the bottom of the pack, or a card that is placed on the bottom of the pack in order to conceal the identity of the last card.

Call—A bet of amount equal to the last previous bet made by a player: the situation when all players still in the game have equalized their bets, a showdown.

Catch—To draw a card or cards that are particularly valuable in poker combinations, especially those that fill a hand that has one card missing for a good poker combination.

Check—A declaration before any betting has started, to the effect that a player wishes to stay in the game but he does not wish to offer a bet—at least not at the present. He thus transfers the privilege of speaking to the player at his left. Originally the check meant to start the betting with the lowest possible amount in order to watch later developments.

Chip Along—To bet the smallest amount possible, and to await further developments: to stay in the game.

Chips—Counters of various colors used instead of money in order to facilitate the process of betting.

Club Stakes—The amount agreed upon as the stake, if nothing has been said or decided before play begins.

Coffee Housing—Acting the opposite of what the hand is or calls for, in mannerism or speech.

Cold Deck—Surreptitious or illegal substitution of a pack of cards: the pack not in use at the time, because it is being shuffled for the next deal: a pack of cards that does not seem to be producing good hands in the dealing.

Cold Feet—An excuse for quitting play before the usual time:

hesitance in betting, calling, or raising a bet.

Cold Hands—Hands in which the cards are dealt face-up for all to see: usually the last deal in a poker session, in order to determine the winner of the small change in the pot.

Come In—To join in the betting, rather than to pass: to come back in the game after checking.

Complete Hand—In Draw Poker, a hand that a player holds after the draw.

Counters—Chips or checks used in place of the money in the betting.

Court Cards—Kings, queens, and jacks—the ace is not a court card: picture cards.

Curse of Scotland—The nine of diamonds.

Cut—To divide the pack previous to the deal: to show cards for choice of seat or deal: to draw cards from a spread pack.

Deadwood—The discard pile.

Deal—To distribute the cards in rotation to players in the game: to serve the cards.

Deal Off—A redeal by the same dealer: to deal from the final hand of a given type of dealer's choice.

Deck—Colloquial term for a pack of cards.

Denomination—The rank of the cards according to their face value. For example, the spade seven is of the same denomination as any other seven.

Deuce—The two-spot in any suit.

Devil's Bed Post—The four of clubs.

Discard—To remove surplus or unwanted cards from the hand and to put them at least temporarily out of play: to turn such cards face-down on the table.

Draw—To take a card, or cards, into the hand. In Draw Poker, to discard any of the five original cards and to ask for an equal number to take their place for the complete hand.

Driver's Seat—The same as holding an immortal hand.

Duffer—A player who knows nothing of the art or the principles of the game: a poor player.

Dutch Straight—A hand consisting of a sequence of all odd or all even cards, such as 2-4-6-8-10. The hand is not recognized

in standard poker value, but in some localities it is considered as beating two pairs and a blaze.

Edge—A corruption of the term "age," the eldest hand, or the player to the left of the dealer.

Eldest Hand—The hand to the dealer's left.

Exposed Cards—Cards played face-up in error, dropped on the table, or so held that any player may see and identify them when they should be concealed.

Face Cards—Court cards: kings, queens, and jacks.

Faced Cards—Cards found face-up in the pack during the deal: cards played face-up on the table.

Fall of the Cards—The order in which cards are played or dealt, as they come in natural order.

Fatten—The same as sweeten.

Fill—To draw cards that improve the original holding.

Flush—A hand of cards, all of the same suit.

Foul Hand—A hand of more or less than five cards, in standard poker.

Four Flush—Four cards of the same suit in a hand.

Four of a Kind—Four cards of the same denomination.

Fours—Four of a kind.

Freak—A hand or deal in which the distribution of cards is unbalanced or unusual.

Free Ride—The penalty for a false opening in Jack Pots, when the false opener is discovered and must ante for all players on the next deal. In Stud Poker, a check all around the table.

Freeze Out—A player who has lost his original stake and cannot continue in the game: a bet that is so high that other players cannot meet it, or do not dare to.

Full Hand—The same as full house.

Full House—Three cards of one denomination and two of another, held in a hand.

Fuzzing—Milking the cards, instead of shuffling them.

Gallery—Spectators who are watching the game, but who are not actually taking part in the play.

Go In—A decision to join in the play, to ante, to bet, or to play the hand according to the situation.

Greek—A card-sharper.

Hand—The cards held by any player: the period extending from the cut for deal to the close of play in any one game.

Hole Card—In Stud Poker, the card dealt face-down to all players.

Hot Hands—A succession of deals that seem to produce unusually good poker hands for players.

Immortal—A hand that is certain to win in the particular game or in the situation at hand.

Imperfect Pack—A pack in which there are duplicate cards, missing cards, or cards so marked that they can be identified by their backs.

Inside Straight—A sequence of cards in which there is one interior card missing, such as 9-8-6-5.

Interval of Betting—The period during which each player still in the game has an opportunity to wager against his opponents. The interval opens when the proper player (according to the game played) speaks, and is ended when all players have checked or all bets are equalized. There may be several such intervals in a game.

In the Hole—A minus score: a difficult situation: in Stud Poker, the card dealt face-down.

Intricate Shuffle—Butting the two parts of the pack together at the ends, and forcing them into each other.

Irregularity—Any departure from a law of correct procedure: an unusual situation that requires special ruling.

Jack Pot—A pot that cannot be opened until some player has a hand that contains a pair of jacks or some poker combination of more value than a pair of jacks.

Jacks or Better—The opening qualifications for a game of Jack Pot: any hand that will beat a pair of tens.

Jonah—A player in bad luck.

Kicker—A card held in a hand for the draw that does not belong to a held poker combination. Usually this card is an ace or a wild card, and is held with a pair.

Kilter—A hand that contains no card above a nine, without a pair and with no chances for a straight or a flush.

Kitty—The percentage taken out of the stakes in a game to pay

for refreshments or expenses of any kind: sometimes a term used in place of widow.

Knave—A jack of any suit.

Limit—The amount by which any player may increase the previous bet, the limit of any one bet, or the maximum number of times that he may raise the bet in any one betting interval.

Little Dog—A hand that is seven-high and deuce-low, without a sequence or a flush. The hand has no poker value in standard rules, but in some localities it is considered as beaten by a flush or a big dog.

Little Tiger—A hand that is eight-high and trey-low, without a sequence or a flush. The hand has no poker value in standard rules, but in some localities it is considered as ranking below a big tiger.

Make Good—To add enough to a previous ante, bet, or raise to equal the amount: to meet a bet.

Make Up—To shuffle and get the cards ready for the next deal.

Meet a Bet—To call, or make good.

Milking—Instead of shuffling in the ordinary manner, to take the top and bottom cards from the pack at the same time, with forefinger and thumb, and shower the cards on the table.

Misdeal—Failure to distribute the cards properly to players, according to established rules.

Mistigris—The original name for the game of poker, played with the joker as a wild card.

Monkey Flush—Three cards of one suit, not in sequence. Sometimes, in Draw Poker, a player draws to such a holding, but the chances of filling are very poor.

Mouth Bet—A spoken bet that is not substantiated by the actual putting up of money or chips.

Natural—Actual cards, and not wild cards used in substitution for the real values.

Natural Jacks—A jack pot that is made when no player puts up an ante for drawing cards.

One-end Straight—A sequence of four cards that needs a card at one end for filling.

Open—To start the betting because of holding necessary qualifications or of desiring to do so: an incomplete flush or straight.

Open-end Straight—Same as one-end straight, except that a filling card is possible for both ends.

Openers—Cards that entitle a player to open a jack pot.

Original Hand—In Draw Poker, the first five cards that are dealt to players before the draw.

Pass—To decline to participate in the game or to play any further, to drop out of the game by turning down a hand and placing it among the discards.

Pat Hand—A hand played as dealt, without discarding or drawing.

Pelter—The same as Kilter, also called Chicago Pelter.

Perdue—Lost to sight, cards turned face-down.

Picture Cards—The same as court cards.

Pigeon—A card obtained in the draw that is valuable to a hand.

Pile—All the money or chips for betting that a player has in front of him on the table at any one time.

Pips—The spots on the face of a card that determine its numerical rank or value. For example, the ace has one pip and the ten-spot ten pips.

Played Card—A card detached from the remaining cards in a player's hand and exposed or placed upon the table with apparent intent to play: card named by a player as the one that he proposes to play.

Pone—The player who sits on the dealer's right.

Pool—The same as pot.

Post Mortems—Discussions after plays have been made, or games finished.

Pot—The amount to be played for: the collection of chips in the center of the table or placed in front of players as bets: a type of game, such as Jack Pot.

Progressive Jack Pots—A series of games of Jack Pot that are not opened in turn, because no one holds the opening qualifications or because no one wishes to open them.

Punters—Those who play against the banker.

Puppy Foot—The ace of clubs.

Quint—A straight flush.

Quint Major—A royal flush.

Rabbit Hunting—To look ahead in the pack, after passing a hand, to see what might have been drawn if the hand had been retained for betting.

Raise—To increase a bet previously made by another player.

Rake-off—The percentage of proceeds taken by the house or the club, usually by means of a kitty.

Rank—The relative value of cards according to their face value.

Ride the Pot—To borrow chips from the pot temporarily, when a player runs out of chips during the betting. (This is a practice only allowed by local consent.)

Roodles—Temporary increase of stakes, usually for only one game.

Rotation—The natural way that the cards fall in dealing: the order of players in dealing or playing, from left to right around the circle in the direction taken by the hands of a clock.

Round—An interval of play: a complete game.

Round Game—A game that is played by players in a circle, that does not permit of partnerships.

Round of Jacks—The same as Whangdoodle.

Round-the-Corner Straight—A hand in which the ace is considered both high and low in making a straight, and may be passed in making a sequence, such as Q-K-A-2-3. This hand is not recognized by the general laws of poker values, but in some localities it is considered as beating threes and being beaten by any other straight.

Royal Flush—A straight flush headed by the ace in any suit.

Run—The same as sequence or straight: the natural order of the cards as they fall in the deal.

Runt—A hand of different suits of less value than a pair: the lowest runt is 7-5-4-3-2, of mixed suits.

Sandbagging—Passing when a good hand is held, in order to deceive other players. A player who sandbags hopes to get weaker players in the game, raise them, and make a large pot for himself to win.

See—The same as to call.

Sequence—Three or more cards arranged in order of numerical face value, such as 9-8-7.

Serve—To deal cards to players.

Showdown—To place all hands still in the betting face-up on the table, a showdown takes place when all bets are equalized on the last betting interval.

Shuffle—Any method of disarranging the cards and mixing

them up so that no trace of their original order remains, and that no cards may be identified.

Shy—A player who has not put up his ante, or one who has not contributed the proper number of chips called for at any one time.

Side Money—The same as the part of the pot put aside for sight.

Sight—A demand for show for the amount that a player has left in chips with which to bet.

Skip Straight—The same as Dutch Straight.

Snowing the Cards—The same as milking.

Splitting Openers—In Jack Pots, when the opener discards part of his opening qualifications in order to try to draw a better hand.

Spread—To play the hand with all cards exposed; to arrange the pack face-down on the table so that players may draw a card instead of cutting.

Squeezers—A term used to indicate cards with indexes in the corner that denote the face value of the card, so that a player does not have to separate the cards very far in his hand in order to see them. All modern cards are squeezers.

Stack of Chips—The uniform number of chips sold to players in a lump sum: originally, twenty chips.

Stacking the Cards—Arranging cards in the pack before the deal: locating certain cards during the deal.

Stakes—The money put on the table by each player for chips, before a poker game starts.

Stand Pat—To play the original hand without drawing.

Stay—The same as to call.

Stenographers—The four queens, originally called the typewriters.

Still Pack—The pack not in use when two are used.

Stock—Cards left in the pack at any time during the deal or after the deal has been completed.

Straddle—To double the blind.

Straight—A sequence in various suits, of five cards.

Straight Flush—A sequence of five cards in the same suit.

Stringer—A sequence.

Sucker—A player who is drawn into the betting when he has little or no chance of winning.

Sweeten—To add to a jack pot that was not opened on a previous deal.

Table Stakes—An agreement to make the betting limit for each player the amount that he has on the table before him.

Talon—The same as stock.

Threes—Any three cards of the same denomination.

Ties—Two hands of equal poker value.

Trey—Any three-spot.

Triplet—The same as threes.

Under the Gun—The first player to place a bet in a game.

Unlimited Poker—An agreement that there will be no limit on the amount of betting or the number of raises.

Up—An expression that denotes the higher of two pairs in calling a two-pair hand.

Up Card—In Stud Poker, an exposed card.

Welcher—A player who does not pay his gambling debts.

Whangdoodles—A round of Jack Pots. There may be just one game of Jack Pots, or a complete round whereby each dealer serves one game.

Widow—An extra card, or cards, dealt for use in play.

Wild Cards—Cards that may be called the duplicate of any other cards.

THE LAWS OF Progressive Bridge

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LAW No. 1 Arrangement of Tables

The game is played by two or more tables of four players each. The tables are numbered consecutively from Table No. 1 to the highest number.

Comment:—It is customary to provide each table with two decks of cards having different backs. The tables should be numbered conspicuously for the convenience of the players, and each one should be provided with one or more pencils and a score pad showing contract scoring.

LAW No. 2 Tally Cards

Prior to the beginning of play, the game director or committee prepares individual tally cards, one for each player. Each tally card bears a table number and designates a position (North, South, East, or West) at the table.

The tally cards may be drawn at random by the players or assigned by the game director, as he prefers. When play is called, each player takes the position assigned by his tally card.

Comment:—At mixed parties it is customary to arrange the tallies and seat assignments so that a gentleman will always have a lady as a partner and vice versa. This is accomplished by having tallies of two different kinds of colors, one for the ladies and the other for the gentlemen.

LAW No. 3 A Round

A round consists of four deals, one by each player. When all tables are through play, the game director gives a signal and the players move to their positions for the next round according to the type of progression used.

Comment:—Each round should take about 20 minutes and the average session of play is from 6 to 7 rounds.

LAW No. 4**A Deal Passed Out**

Only four hands are dealt at each table, one by each player. If a deal is passed out (that is, if all four players pass at their first opportunity to declare), the deal passes to the left and both sides score zero for that deal.

LAW No. 5**Method of Progression**

At the conclusion of each round, the winning pair at Table No. 1 remain and the losing pair move to the last table. At all tables except Table No. 1, the losers remain and the winners move up one table toward Table No. 1.

Comment:—The above is the standard method of progression, but this may be waived or altered to suit the wishes of the game director or the players. Special tallies may be arranged or obtained, assigning positions for each round in such a way as to give each player as wide a variety of partners as possible. Another method is to have the ladies progress one way and the gentlemen the other way.

LAW No. 6**Selection of Partners**

At mixed parties, it is customary but not essential for a gentleman to play with a lady partner and vice versa. If the standard method of progression is used, the visiting lady at each table becomes partner of the gentleman who remains.

If the players are all of the same sex, the four players at each table draw cards to determine partners at the start of each round. The two new arrivals at each table draw first, and the one drawing higher has choice of seats and is the first dealer. The one drawing lower sits at the left of the first dealer. The two players who remain at the table from the preceding round then draw, the higher becomes the partner of the dealer. Thus all players change partners after each round.

Comment:—Since the chief function of progressive bridge is social, it is preferable to change partners at each round. However, if for some reason a pair contest is desired, the same partnerships may be retained throughout by simply progressing as described in Law No. 5 without changing partners at the next table. Another method is to have the original N-S pairs remain in the same positions throughout the game, and to have the E-W pairs progress one table at a time until they reach Table No. 1, and then go to the last table. In this case, the progression is followed automatically, regardless of which pair wins at each table.

LAW No. 7**Draw for Deal**

Unless the dealer is already determined under Law No. 6, the four players at a table draw for first deal. The player who draws highest is the first dealer and may select either deck.

Progressive Bridge Scoring

Comment:—With the exceptions specifically mentioned below, the scoring for Progressive Bridge is exactly the same as for Rubber Bridge:

Each deal is scored and recorded separately, and no trick points are carried over from one deal to the next.

Game is 100 points for tricks bid and made in one deal. The game premium is 300 points, if not vulnerable, and 500 points if vulnerable, and it is allowed only when game is bid and made in one deal.

A premium of 50 points is scored for making any contract less than game. This premium is in addition to the value of the tricks made. Premiums for a small and grand slam are allowed only if bid for.

LAW No. 8**Scoring Limits**

A side may not score more than 1,000 points in a single deal, except in the case of a slam contract fulfilled.

Comment:—It is not correct to prohibit doubles or redoubles. The limitation of penalties avoids the necessity of this restriction.

LAW No. 9**Vulnerability**

The first deal of each round shall be played and scored as if neither side were vulnerable.

The second and third deals of each round shall be played and scored as if the dealer's side were vulnerable and the other side not vulnerable.

The fourth deal of each round shall be played and scored as if both sides were vulnerable.

Comment:—This is the most desirable method of determining vulnerability in Progressive Bridge, but if preferred all deals may be played as though neither side were vulnerable, or all deals as though both sides were vulnerable. In any event, the method should be announced before play starts.

LAW No. 10

Recording the Score

One of the four players at each table is appointed to record the score. He enters the result of each deal on the score pad separately and, at the end of the round, totals all the points made by each side.

He enters on the individual tally of each player the points made by that player's side and also the points made by the opponents.

Comment:—Correctly designed tallies provide spaces to record both "My Score" and "Opponent's Score." It is important that both be entered on the tally, for otherwise the record would be meaningless.

LAW No. 11

Computing Total Scores

At the conclusion of the game, each player totals his score. He also totals the scores of his opponents, as recorded on his tally, and subtracts his opponents' total from his own. The difference, plus or minus as the case may be, is recorded in the space provided at the bottom of his tally.

Comment:—Let us suppose that a player scores 2,460 points, and the opponents score 1,520 points against him. This makes his net score +940 for the entire session. On the other hand, if a player scores only 1,650 points, and the opponents score 1,940 points against him, then his net score for the session is —290 points. Do not make the mistake of recording only plus scores, for that method gives false results, and is likely to lead to improper doubling and redoubling.

LAW No. 12

Determining the Winner

The player with the largest plus score is the winner. Other players with plus scores rank in descending order followed by the players with minus scores, the one with the largest minus being last.

Comment:—The method of awarding prizes is left to the discretion of the game director. At mixed parties it is usual to award one or more prizes to the highest ladies and one or more prizes to the highest gentlemen.

Progressive Rubber Bridge

Progressive Rubber Bridge is a variation of the usual progressive game. It has proved increasingly popular, and may in time supplant the usual form. It follows the methods of progression and change of partners described in the preceding laws, but the scoring is somewhat different.

Under this arrangement it is preferable to play 8 deals to a round, or to fix the length of a round by a definite time limit—say 30 minutes. If the length of a round is determined by a time limit, any deal which has been started before time is up may be completed, but no new hand may be dealt.

Rubber scoring is used. As many rubbers as possible are completed during the time allotted. A rubber completed in two games carries a bonus of 700 points. A three-game rubber carries a bonus of 500 points. If a side has won one game toward a rubber and the other side has not won a game, 300 points are allowed for the single game won.

Vulnerability is determined by the state of the score and not according to Law No. 9 in the Progressive Code. A side is vulnerable when it has won a game and remains vulnerable until the conclusion of that rubber. However, vulnerability lapses at the conclusion of a round and a new rubber is started at the beginning of each new round.

At the end of a round each player enters on his tally only his net gain or loss—not his total score. At the end of the session these net gains and losses are totalled and the player's final score, plus or minus as the case may be, is entered at the bottom of his tally.

THE LAWS OF Pivot Bridge

Pivot bridge is played by four (or five) players at a table. This form may be used for a single table or for large gatherings in which it is desirable to have each table play as a separate unit without progression by the players.

The game is so arranged that each player plays with each other player at his table both as partner and opponent. There are two methods of play: first, four deals may be played to a round, one deal by each player, and the players change partners at the end of each four deals; second, rubbers may be played, and the players change partners at the end of each rubber.

If four deals to a round are played, the scoring is exactly the same as in Progressive Bridge; if rubbers are played, the scoring is exactly the same as in Rubber Bridge. The laws given below explain only the method of rotation in changing partners, not scoring, vulnerability, etc., which are covered elsewhere.

LAW No. 1

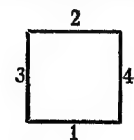
Draw for Partners

The players draw cards for partners and deal and for a choice of seats and deck. The player who draws highest is the first pivot, and he deals first and has the choice of seats and decks. The player who draws second highest is the pivot's first partner; the player who draws third highest sits at the pivot's left during the first round; the player who draws fourth sits at the pivot's right; and if a fifth player is present, he does not participate in the first round or rubber.

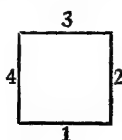
LAW No. 2

Changing Partners (For 4 Players)

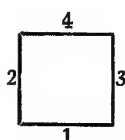
During the first three rounds or rubbers, the players change positions as indicated in the following diagram:



1st round



2nd round



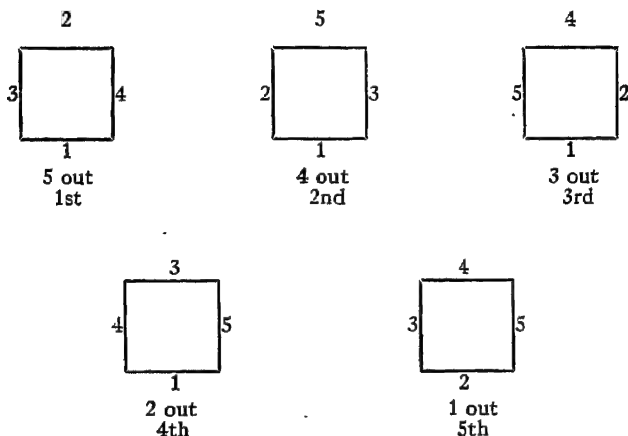
3rd round

After the third round or rubber, the players again cut for position and partners.

LAW No. 3**Changing Partners (For Five Players)**

If five players desire to play at the same table, they may be accommodated in this manner:

For the first round or rubber, the players take the positions indicated by their draw for position under Law No. 1. For rounds of one to five, they take the positions indicated in the following diagram:



At the end of each five rounds, the players again draw for positions and partners.

Comment:—This arrangement permits each player to play with each other player once as partner and twice as opponent, and each player sits out one round in turn.

LAW No. 4**Determining the Winner**

At the completion of each round or rubber, the player enters on his tally both his own score and that of his opponents. Each player totals his own and his opponent's scores separately and records the difference, plus or minus as the case may be, at the bottom of his tally. The player having the highest plus score is the winner and the others rank in descending order according to their scores.

Laws of Auction Bridge

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1. Players.—The game of Auction Bridge is played by four persons: two play as partners against the other two each pair constituting a side.

2. Cards.—(a) Two packs of playing cards with different backs are used.

(b) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

(c) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(d) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

3. Rank of Cards.—The cards of a suit rank: Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

4. Rank of Suits in Drawing.—In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

5. The Draw.—For the purposes of the draw, a snuffed pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player shows more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

6. Forming Tables.—(a) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(b) Before the beginning of the rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

7. Members Leaving a Table.—If a member leave a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new

table can be filled; in which case his place at the table he left must be reserved for him. When a member leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

8. Players Leaving a Table.—(a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released regains all his previous rights.

(b) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

9. Drawing for Partners and Deal.—(a) A table having been formed, the members draw. He who draws highest becomes the first dealer and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(b) If, at the end of a rubber, a table consist of five or six members, whose who have played the greatest number of consecutive rubbers are the first to lose their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(c) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

10. The Shuffle.—(a) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which the dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(b) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(c) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(d) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

11. Hand.—A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

12. The Cut.—(a) Dealer, immediately before the deal, places the pack before his right hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(b) If the cut leave fewer than four cards in the top or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which the bottom portion; or any but the proper player cut; or any but dealer complete the cut; or any player shuffle after the cut, a new shuffle and a new cut may be demanded by any player.

13. The Deal.—(a) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. Dealer distributes the cards one at a time, face down; the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(b) Except at the beginning of a rubber, the player to deal is the one on the left of the last previous dealer.

14. Cards Touched During Deal.—If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

15. New Deal (Compulsory).—I. There must be a new deal by the same dealer with the same pack.

(a) If the cards be not dealt to the proper player into four distinct packets of thirteen cards each.

(b) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.

(c) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.

(d) If, during the hand, one player holds more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which makes it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

16. New Deal (Optional).—During the deal, any player who has not looked at any of his cards may demand a new deal:

(a) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(b) If the pack be imperfect.

In (a), the new deal is by the proper dealer with his own pack; in (b), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

17. The Auction.—(a) The auction begins when the deal ends, and ends after a declaration that three players in proper succession have passed. The first legal act of the auction is a bid or pass by the dealer. Thereafter, each player in turn to the left must pass; bid, if no bid have been made; make a higher bid, if a bid have been made previously; double the last bid made by an opponent or redouble an opponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(b) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

18. Bid.—A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder will win at least the specified number of odd tricks.

19. Rank of Bids.—A bid of a greater number of odd tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest) Spades, Hearts, Diamonds, Clubs (lowest).

20. Insufficient Bid.—(a) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(b) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

(c) If the player on the left of the insufficient bidder declare before attention has been called to the insufficiency, the insufficient bid stands and is treated as if sufficient.

(d) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid sufficient and his partner is barred from further participation in the auction. In such case, the bid may become sufficient by substituting any higher bid in any suit or No Trump.

21. Impossible Bid.—If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the auction, and either opponent may:

(a) Demand a new deal.

(b) Require the declaration to be played by the offending side at seven (undoubled or doubled).

(c) Direct that the auction revert to the last legitimate declaration and be continued by his side from that point.

22. Bid or Double Out of Turn.—An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the auction proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the auction; but the offender may declare thereafter in his proper turn. When the partner of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-turn bidder, and before attention is called to the out-of-turn bid, the auction continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26 (g) provides.

23. Pass.—When, in his proper turn in the auction, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the auction.

24. Pass Out of Turn.—(a) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double or redouble until the first bid has been overbid or doubled.

(b) If a bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (a) or (b): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the auction proceeds, and the offender may declare in turn.

In either (a) or (b): if it be the turn to declare of the player on the right of the offender, a declaration by the in-turn player made before his partner declares, is regular and calls attention to the offense.

25. Doubles and Redoubles.—During the auction and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. A double doubles the trick value of the last previous bid; a redouble multiplies by four the trick value. Doubling or redoubling does not change bidding values, nor values of honors or slams. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

26. Illegal Declarations.—(a) A double or redouble, made before a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(b) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and, in any such case, both the offending player and his partner must thereafter pass.

(c) A bid, double or redouble, made after the auction is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(d) A pass made after the auction is ended, is void; no penalty.

(e) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add one hundred points to the honor score of his side.

(f) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add fifty points to its honor score.

(g) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

(1) To call the bid made before the offense the final bid.

(2) To call the doubled or redoubled bid the final bid.

(3) To demand a new deal.

(h) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the auction.

27. Changing Declaration.—A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa*; or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of odd tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration; and if he attempts to do so, the second declaration is void and may be penalized as a bid out of turn.

28. Card Exposed During the Auction.—If, during the auction, a player lead or expose a card, it must be left face up on the table; and if it be a Ten or higher card, the partner of the offender is barred from further participation in the auction.

If the offender becomes Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become Declarer he may, before the Dummy is exposed, prohibit the partner of the offender from leading the suit of the exposed card. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

29. The Contract.—At the end of the auction the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

30. The Dummy.—(a) After the end of the auction, the play begins, and continues until the last card is played to the thirteenth trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(a) During the play, Dummy may not:

(1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.

(2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such a lead or play such card (if legal) or refrain from doing so.

(e) Except as provided in (b), Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(d) If Dummy has intentionally seen any such card, he may not call Declarer's attention to:

(1) Any legal right. Penalty: forfeiture of such right.

(2) A card exposed by an adversary. Penalty: the card is no longer exposed.

(3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.

(4) An adverse revoke. Penalty: the revoke may not be claimed.

(5) The fact that he has refused a suit by asking whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

31. Lead and Play.—When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

(a) By an adversary, when the card is so placed or held that his partner sees its face.

(b) By Declarer, when the card is quitted face up on the table.

(c) By Dummy, when Declarer touches or names the card.

If, in touching a card, Declarer say "I arrange," or words to that effect; or if he be manifestly pushing one or more cards aside to reach the one desired, touching the card does not constitute a lead or play.

32. Cards Exposed During Play.—During the play the following are exposed cards:

(a) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.

(b) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.

(c) A card dropped elsewhere than on the table, if the partner sees its face.

(d) A card so held by a player that his partner sees any portion of its face.

(e) A card mentioned by either adversary as being in his own or in his partner's hand.

(f) If an adversary who has played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's cards are exposed.

(g) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.

(h) A card designated by any law as "exposed."

33. Penalty for Exposed Cards.—(a) There is no penalty for a card exposed by Declarer or Dummy.

(b) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i.e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a revoke.

(c) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he can legally do so: but until played, Declarer may call it any number of times.

34. Leads Out of Turn and Cards Played in Error.—(a) After the auction ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense: but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards before the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(b) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(c) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(d) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(e) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(f) After a lead by Declarer or Dummy, should Fourth player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(g) Should Declarer lead from his own hand or Dummy, and play from the other hand before either adversary plays, either adversary may play before the other without penalty.

(h) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(i) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who is short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

35. **Tricks.**—(a) A player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he

can. A player having none of the suit led, may play any card he holds.

(b) A trick consists of four cards played in succession, beginning with a lead.

(c) A trick containing one trump-card or more, is won by the player who plays the highest trump-card. A trick containing no trump-card, is won by the player who plays the highest card of the suit led.

(d) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(e) A quitted trick may be examined upon demand of any player whose side has not led or played to the following trick.

(f) The winner of each trick leads to the next, until the last trick is played.

36. Odd Tricks.—(a) Odd tricks are tricks won by Declarer after he has won six tricks. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fail to win the number of odd tricks called for by his contract, his side scores nothing for tricks; but if he fulfill his contract, his side scores for all odd tricks, including any won in excess of his contract.

(b) When Declarer fulfills a doubled contract, his side scores the doubled value of his odd tricks in its trick-score; and, for making his contract, a bonus of fifty points in its honor-score. If he makes more than his contract, his side scores an additional bonus of fifty points for each extra trick. When the contract has been redoubled, each bonus is one hundred points instead of fifty, and the odd tricks count four times their normal value in the trick-score.

37. Odd Trick Values.—Each odd trick counts in the trick score:

With No Trump.....	10 points
With Spades trumps.....	9 points
With Hearts trumps.....	8 points
With Diamonds trumps.....	7 points
With Clubs trumps.....	6 points

Doubling doubles these values; redoubling multiplies them by four.

38. Undertricks.—(a) The book of the adversaries is seven minus the number of odd tricks named in Declarer's contract; when the adversaries win a trick or tricks in addition to their book, such tricks won are undertricks.

(b) The adversaries score in their honor-score for all undertricks; fifty points for each undertrick when the contract is undoubled, one hundred points when the contract is doubled, and two hundred points when the contract is redoubled.

39. Honors.—In a No Trump contract, the honors are the four Aces; in a suit contract, the honors are the Ace, King, Queen, Jack and Ten of that suit.

40. Honor Values.—Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. All honors held by either side are scored according to the following table.

Trump Honors

0 in one hand, 3 in the other, count	30 points
1 in one hand, 2 in the other, count	30 points
1 in one hand, 3 in the other, count	40 points
2 in one hand, 2 in the other, count	40 points
2 in one hand, 3 in the other, count	50 points
0 in one hand, 4 in the other, count	80 points
1 in one hand, 4 in the other, count	90 points
0 in one hand, 5 in the other, count	100 points

No Trump Honors

0 in one hand, 3 in the other, count	30 points
1 in one hand, 2 in the other, count	30 points
1 in one hand, 3 in the other, count	40 points
2 in one hand, 2 in the other, count	40 points
0 in one hand, 4 in the other, count	100 points

One or two honors held by a side are not counted.

41. Slams.—Either side winning thirteen tricks scores one hundred points for Grand Slam. Either side winning twelve tricks scores fifty points for Small Slam. Slam points are added to the honor-score. When Declarer's contract is seven and he wins six-odd, he counts fifty for Small Slam although his contract fails.

42. Refuse and Renounce.—To fail to follow suit is to refuse; to refuse when able to follow suit is to renounce.

43. The Revoke.—(a) A renounce becomes a revoke:

(1) When a renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick.

(2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(b) When one side claims a revoke, if either opponent mix the cards before claimant has had reasonable opportunity to examine them, the revoke is established.

(c) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit

and fails to act as directed when able to do so: he is subject to the penalty for a revoke.

(d) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes as if said card or cards had been in his hand continuously.

44. Revoke Avoided.—A renouncing player is not penalized for revoke under the following circumstances:

(a) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(b) Should Dummy leave the table, Declarer cannot be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(c) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he has intentionally seen a card of another player.

45. Renounce Penalty.—A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner has led or played to the following trick. In that case there is no revoke penalty; but the player, if an adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce, may, if it is corrected, withdraw his card and, without penalty substitute another; if an opponent has led to the next trick, that lead may be changed.

46. Revoke Penalty.—The revoke penalty for either side is: Two tricks for its first revoke;

One trick for each subsequent revoke (if any).

These tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and may assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full bonus values. If they make the total twelve or thirteen tricks for either side, they carry the proper slam bonus. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the trick-score of the Declarer, and carry their full bonus (if any) in the honor-score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, surrendering all it has pays the penalty: if it have no trick, there is no penalty.

47. Time Limitation of Revoke Claim.—No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

48. Claiming Tricks.—If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

(a) He announces his intention to do so when making his claim; or

(b) The adversary on the left of the finessing hand had refused the suit before the claim was made.

49. Conceding Tricks.—(a) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy has intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

(b) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

50. Game.—A game is won when one side makes a trick-score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out, and all points won are counted, whether or not they are needed to make game. No trick-points are carried over from one game to the next; each side starts a new game with a trick-score of zero.

51. Rubber.—(a) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side which has won two games adds a bonus of 250 points to its honor-score. The side then having the greater total of points wins the rubber.

(b) When a rubber is started with the agreement that the play shall terminate (*i.e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, 125 points being added to the honor-score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(c) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement, a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (b).

52. Scoring.—(a) Each side has a trick-score, in which are recorded only points earned by winning odd tricks; and an honor-score, in which all other points are recorded.

(b) At the end of the rubber, the total points of a side are obtained by adding together its trick-score and its honor-score, including the 250-point bonus if it have won two games. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(c) A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(d) A proved error in the trick-score may be corrected at any time before the next auction begins: or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(e) A proved error in addition or subtraction may be corrected whenever discovered.

53. Consultation and Selection of Penalties.—Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(a) If either partner suggest or name a penalty, he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(c) If either say (in effect): "Which of us is to select the penalty?", the penalty is canceled.

(d) A proper penalty once selected may not be changed.

(e) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(g) A reasonable time must be allowed for the selection of a penalty.

(h) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

54. Information.—(a) During the auction, information must be given concerning its details; but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the auction, except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(b) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated

by their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(d) If, before or during the auction, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the auction.

ETHICS AND ETIQUETTE

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.
2. A player who has looked at his cards, should not indicate by word, manner, or gesture, the nature of his hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.
3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.
4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he should do so for his own information and not to call his partner's attention to any bid or play.
5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning card, should he draw another from his hand before his partner has played to the current trick.
6. A card should not be played with emphasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.
7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.
8. Dummy should not leave his seat to watch Declarer play.
9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.
10. A player should not purposely incur a penalty, even though willing to pay it; nor make a second revoke to conceal a first.

The Laws of Whist

As Revised and Adopted by the Third American Whist Congress, held at Chicago, June, 1893.

1. **The Game.**—A game consists of 7 points, each trick above six, counting 1. The value of the game is determined by deducting the losers' score from seven.

2. **Forming the Table.**—Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting—the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

7. **Cutting.**—In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing from the outspread pack may be resorted to in place of cutting.

8. **Shuffling.**—Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

10. **Cutting to the Dealer.**—The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the dealer. At least four cards must be left in each packet, the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If in cutting or reuniting the separate packets a card is exposed, the pack must be reshuffled by the dealer and cut again. If there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

13. **Dealing.**—When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation at his left. The last which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proven incorrect or imperfect, but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Anyone dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned; after which the deal is valid, and the packs, if changed, so remain.

17. **Misdealing.**—It is a misdeal:

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touches a card, or in any other manner interrupts the dealer.

18. The Trump Card.—The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

19. Irregularities in the Hands.—If, at any time, after all have played to the first trick (the pack being perfect), a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice:

- I. To have a new deal; or,
- II. To have the hand played out; in which case the surplus or missing cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which the omission occurred.

20. Cards Liable to be Called.—The following cards are liable to be called by either adversary:

- I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.
- II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.
- III. Every card so held by a player that his partner sees any portion of its face.
- IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.
- V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upward on the table. A player must lead or play them when they are called, providing he can do so without revoking. The call may be repeated at each trick until the card is played. A player can not be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any of his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other or

throws them all on the table together. After the first card is played the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

24. **Leading Out of Turn.**—If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can rightfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

25. **Playing Out of Turn.**—If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

27. **Abandoned Hands.**—If all four players throw their cards on the table, face upward, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established; provided, that if a revoke is discovered, the revoke penalty attaches.

28. **Revoking.**—A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more of the cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand. If both sides revoke, neither side can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, and score all points made by them up to score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the tricks have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

34. **Miscellaneous.**—Any one, during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led; or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or wrong penalty is demanded none can be enforced.

Norwegian Whist

The Pack.—The full pack of 52 cards.

Number of Players.—Four, two against two as partners.

Rank of Cards.—In play, A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low). In cutting, Ace is low.

Cutting.—Cut for partners and deal. Highest two play the lowest two. High has choice of cards and seats and has first deal.

Shuffling.—Any player may shuffle the cards, the dealer last. Player on dealer's right cuts. In cutting to the dealer, at least four cards must be left in each packet.

Dealing.—Thirteen cards are dealt to each player, one at a time, in rotation to the left.

Misdealing.—A misdeal does not lose the deal, but the cards must be dealt again by the same dealer. It is a misdeal if any card is exposed during the deal or if any player has an incorrect number of cards.

Objects of the Game.—To win or to lose tricks, according to the declaration. In Grand the play is to win tricks; in Nullo to lose them.

Bidding.—The eldest hand has the first bid. He can declare to play Grand or Nullo, or he can pass. If he passes, the next player to his left has a chance to name the game. If all pass without bidding, the hand is played as a Nullo. If a player bids out of turn, he forfeits 20 points and loses his bid on that deal.

The Play.—If the game is declared to be a Grand, the player on the *right* of the bidder leads any card he chooses. If the game is a Nullo, the player to the *left* of the bidder leads. If no bid is made, the player to the left of the dealer leads for the first trick for a Nullo.

The Game.—Game is usually 50 points, each trick over the first six being worth 4. In some localities the tricks in Nullos count but 2. Tricks over the book count for the bidder's side in Grand, but against him in Nullo. If the bidder and his partner fail to get the odd trick in Grand, his opponents count double for each trick they win over the book, but in Nullo there is no double value.

Penalties.—In case of a revoke, the revoking side gives three tricks to its opponents in Grand, or receives three tricks from them in Nullo. If a player corrects a revoke before the trick is turned and quitted, he may be called upon to play his highest or lowest of the suit led, and the card that he takes back is exposed and subject to call.

If a player leads out of turn, the player on the right of the one whose turn it was to lead, if that leader be the partner of the one in error, can call a suit. If it is not the lead of either adversary, a lead can be called when next either of them gets the lead.

Euchre

The Pack.—32 cards (A, K, Q, J, 10, 9, 8 and 7 of each suit), or 28 cards (7's omitted), or 24 cards (7's and 8's omitted). Joker is sometimes added.

Number of Players.—Two or three players as individuals, or four players (partners, two against two). For two and three-hand Euchre, see rules for those games following.

Rank of Cards.—Trump suit: J (right bower), highest; J of same color (left bower), next; then A, K, Q, 10, 9, etc. Suit, same color as trump; A, K, Q, 10, 9, etc. Two suits of opposite color: A, K, Q, J, 10, 9, etc. Joker is highest trump, when used.

Cutting.—Cut for deal—low deals, A being lowest, balance of cards ranking K (highest), Q, J, 10, etc.

Shuffling.—Any player may shuffle, dealer last. The pone cuts, leaving at least four cards in each packet.

Dealing.—Deal five cards to each—three all round, then two; or two and then three, in rotation to the left, beginning with eldest hand. Next card is turned for trump. Deal passes to the left.

Misdealing.—Deal is forfeited, if wrong number of cards is dealt to any player, or if more than one card is turned for trump, or if same number of cards is not given to each player in the same round.

A new deal by the same dealer is required, if a card is faced in dealing, or is found faced in pack (except it be the trump card); or if defect is found in the pack, but such defect does not invalidate previous deals or games.

A deal by wrong player may be stopped before trump is turned; otherwise the deal must stand.

Objects of the Game.—To take tricks. Player (or partnership) making the trump must take at least 3 tricks. Failure to do so scores a "euchre" for opponents. (See Scoring.)

Making the Trump.—Deal completed and trump card turned, eldest hand may order up the trump. If he orders up, dealer must take up the trump card and discard a card from his hand. If eldest hand does not want to order up, he passes. Dealer's partner may then order up or pass. In ordering up, dealer's partner says, "I assist." If he passes, pone may order up or pass. If pone passes, dealer may take up the trump. If not, he turns it down, *i.e.*, places it face up under the pack.

(Although this is the rule, it is quite customary for dealer to turn the card face down on top of the pack.)

If trump card is ordered or taken up, that suit is the trump. If dealer turns it down, eldest hand may name another suit as trump, or may pass. Dealer's partner then has the privilege, and so on until a trump is named or all have passed; in latter case, all cards are bunched and the deal passes.

If dealer is ordered, assisted or takes up trump, he discards immediately, but does not take the trump card into his hand prior to his turn to play on the first trick.

After trump is taken up, no player can demand its denomination, but dealer must at any time, on inquiry, inform any player as to what the trump suit is.

If new trump is the same color as card turned down, it is called *making it next*; if opposite color, *crossing* the suit.

When joker is used, if it be turned as trump card, dealer may, before looking at his cards, name suit joker represents on that deal. Or it may be agreed before play begins which suit joker shall represent, if turned.

The Play.—The trump made, dealer's left-hand opponent leads a card, and each to left, in turn, plays a card of the same suit, if he has one. If not, he may trump, or may "throw off" a card of another suit. Highest card of suit led wins trick, unless trumped, when highest trump played wins. Winner of each trick leads for the next. Tricks must be gathered in by winner and turned down, and cannot thereafter be examined. After hands are played out and points scored, the cards are shuffled and dealt again, and play proceeds as above.

Lone Hands.—The player who has made the trump may play alone against opponents, his partner laying his hand face downward on the table and taking no part in the play. Partner cannot object to the lone hand. Player must announce he will play alone when he makes the trump.

The rule now usually in vogue in America is, that only the player who is responsible for the trump—that is, who orders up, takes up, or makes the trump—can play alone. An older rule, which is still in vogue in some localities, allows the dealer to play alone, even after his partner has assisted, or an adversary to play alone, after his partner has ordered it up.

A player cannot play alone if his adversary makes the trump, except in Railroad Euchre. (See Railroad Euchre.)

Note.—Many players contend, with good reason, that it is unjust to permit a player to go alone when his partner has assisted, ordered up, or made the trump, since this reveals, to some extent, the location of outstanding trumps, the fear of which would ordinarily debar the player from going alone. Hence, the popularity of the first rule given, which is used generally in the five, six, seven and eight-hand games.

Irregularities in Play.—**The Revoke.**—Failure to follow suit, when able to do so, is called a revoke. A player revoking may correct error before trick is turned down. In such case, adversaries may take back the cards they have played to the trick, but partner cannot. If revoke is proved, hands are immediately abandoned. (See Scoring, for penalty.) Should players against whom the revoke is claimed refuse to allow their tricks to be examined, or mix the cards, revoke is considered proved and penalty enforced.

Should eldest hand lead before dealer has discarded, card led cannot be withdrawn, even though dealer discard another card than the one intended. Neither does dealer lose privilege of playing alone. (See Lone Hands.)

Cards led out of turn; two or more played to a trick, or any dropped face upward on the table, are exposed cards, and must be left face upward on the table. (There is no penalty for exposed cards when the player in error has no partner.) An exposed card must be led or played at the first opportunity to do so legally. A card led out of turn must be withdrawn, unless all the other players have played on it, in which case lead stands.

A player with too many or too few cards cannot claim a misdeal after first trick is quitted, but must play with the cards he holds, and neither he nor his partner can score on that hand. If dealer plays to first trick without discarding in place of trump card, he must play with the five cards originally dealt him, leaving the trump turned up on the pack.

Once a trick is turned and quitted it cannot be seen until the end of a hand, when all the tricks may be searched to prove a revoke. The penalty for looking at a trick once turned down is to call a lead.

Scoring.—Player (or side) that makes the trump and wins three tricks scores 1 point; five tricks, 2 points. Failure to take three tricks is called a "euchre," and opponents score 2 points.

Lone Hand Scores.—Five tricks score 4 points; three or four tricks, 1 point; if euchred, the adversaries score 2 points.

Penalty for Revoke.—A revoke scores 2 points for opponents. A revoke against lone hand scores 4 points for lone player.

Game.—5, 7 or 10 points, as agreed.

Laps.—A variation of Euchre. All points scored in excess of those necessary to win game are counted on next game.

Slams.—Another variation, by which a player or side scores two games, in case 5 points are won before the opponents score 1 point.

Jambone.—A variation in lone hands, by which they must be exposed, face up, on the table and so played. Player to left of lone player has the privilege of calling first card from the lone hand. (Among some players all cards may be called from the jambone hand.)

Five tricks score 8 points; three or four tricks, 1 point; a euchre of a jambone (lone) hand scores 2 points.

Jamboree.—A variation, by which a player holding the five highest trumps may show them and score 16 points without playing the hand. If dealer, the turn-up card may be used to make up the five.

The above variations are often combined in various ways.

AUCTION EUCHRE

The Pack.—Five-hand, 32 cards (A, K, Q, J, 10, 9, 8 and 7), or 28 cards (7's omitted); six-hand, 36 cards (6's low), or 32 cards, as above. Seven-hand, full pack, 52 cards; eight-hand, 60-card pack, with 11 and 12 spots. Joker is sometimes added.

Number of Players.—Five, six, seven or eight players. Six-hand is partnership game, three against three, the alternate players being partners. In some localities, successful bidder names his partners. Five, seven and eight-hand games are peculiar forms of partnerships. (See Partners.)

Rank of Cards.—Same as two, three and four-hand games, except with 60-card pack, 11's rank above 10's and 12's above 11's.

Cutting and Shuffling.—Same as four-hand.

Dealing.—Five and six-hand, deal five cards to each—three the first round, then two, or two and then three, in rotation to the left, beginning with eldest hand. Seven and eight-hand, seven cards—four, then three; or two, three and two. No trump is turned. Deal passes to the left. Rules for misdealing are the same as for four-hand game.

The Widow.—The widow consists of from two to five cards, as agreed upon, dealt face down on table after the first round has been dealt to the players. The widow is taken into the hand by the player who makes the trump, and an equal number of cards are discarded. Player may discard any or all cards from the widow, if he chooses.

Objects of the Game.—To take tricks. Successful bidder (and partner or partners) to score must take as many tricks as they bid.

Making the Trump.—After the cards are dealt, players bid to make a certain number of tricks, highest bidder naming the trump. Eldest hand bids first or passes, and then each player in rotation to the left. Dealer has last bid. Each player has one bid only. Each bid must be for a greater number of tricks than last bid, five being highest bid in five and six-hand games, and seven in seven and eight-hand games (exclusive of lone hand bids).

Lone Hand Bids.—With widow, five and six-hand, 8 points; seven and eight-hand, 10 points; without widow, five and six-hand, 15 points; seven and eight-hand, 20 points.

Five and six-hand, 3 tricks, and seven and eight-hand, 4 tricks, are the lowest bids, recognized.

In some localities, suit bid on for trump must be named when bid is made; in others, after bid is accepted (and if widow is used, after it is examined). If no one bids, cards are bunched for a new deal.

Partners.—Five, seven or eight-hand, in some localities, successful bidder calls for holder of a certain card he names, as his partner. Any card may be called upon. Bidder does not know who partner is till this card falls.

In other localities—five-hand—bid of 3 tricks entitles bidder to one partner, designated by the bidder; 4 for 5 tricks, two partners. Seven and eight-hand—bid of 4 or 5 tricks, one partner; 6 or 7 tricks, two partners.

The Play.—Same as four-hand Euchre. In some localities, successful bidder leads, and among some players he is required to lead trump. Usually, however, eldest hand leads.

The play of the lone hands is governed by the bid. (See Making the Trump.)

Scoring.—Player making the trump, and his partners, each score 1 point for each trick they take, provided they take as many tricks as they bid. If not, they are set back amount of bid, or adversaries each score amount bid. Bidders score nothing extra for taking more tricks than they bid.

Lone Hand Scores.—Five and six-hand, all the tricks, with widow, 8 points; without widow, 15 points. Seven and eight-hand, all the tricks, with widow, 10 points; without widow, 20 points. In some localities, when bidder fails on lone hands—five, six, seven and eight-hand—opponents score 5 each on a bid of 8 or 10, and 10 on a bid of 15 or 20.

Game.—Five, six, seven and eight-hand, usually 21 points, sometimes 25 points.

TWO-HAND EUCHRE

The same as the four-hand game, 24-card pack being used.

There are no lone hands. Player making the trump scores 2 points if he wins five tricks, 1 point if he wins three or four tricks. If he fails to win three or more tricks, opponent scores 2 points (a euchre).

THREE-HAND EUCHRE

The same as the four-hand game. The two other players combine against the maker of the trump on each deal. Player making the trump scores 3 points if he wins five tricks, 1 point if he wins three or four tricks. If he fails to win three or more tricks, each opponent scores 2 points (a euchre).

RAILROAD EUCHRE

Four-hand. Joker used. Player going alone may discard one card and call for partner's best card. Partner gives it to him and drops out of game for that hand. Either opponent may also call for partner's best and go alone against first lone. Euchre of lone hand by two adversaries scores 2 points. Euchre of lone hand by second lone hand scores 4 points.

BUCK EUCHRE

Four, five or six players. For four players, the regular twenty-four card pack and Joker is used; five players add the Eights and six players the Sevens are also added. Each player plays for himself.

Before dealing each player puts one chip in the "pool."

Dealer deals five cards to each player, one at a time, then turns up trump. If Joker is turned up, dealer must, before he looks at his cards, name suit Joker shall represent. Each player in turn can pass or order up trump.

Player ordering up or holding his cards must take in one trick; if not, puts one chip in the pool. For each trick taken in, player scores one point.

Game twelve points, but player taking in all five tricks, takes in pool no matter what his score is.

CALL-ACE EUCHRE

Four, five or six can play, four being the best number. The 24-card pack is used, no joker. For five players, the 8's are added to the pack; for six players add the 7's also.

The dealer turns up the trump, leaving three unknown cards in four-hand. Each player in turn may pass or order up. If all pass, the dealer may take it up or turn it down. If it is turned down, each player in turn may make it something else. If it is ordered up, the dealer takes it into his hand.

Any player ordering up or taking up the trump or making a new trump, has the privilege of calling on the best card of any suit but the trump, and the player who holds the best of the called suit is his partner, but the partnership must not be disclosed until the high card falls in play. As there are three cards not in play, the highest of the called suit may be the king or queen, or the caller may hold it himself, in which case he has no partner.

If the maker of the trump does not want any partner, he may either say "alone" or call on a suit of which he has the ace himself.

If the maker of the trump and his partner get three tricks they score 1 point each. For a march they score 3 each. If they are euchred, each adversary scores 2. A lone hand scores 1 for three tricks, and if he take in 5 tricks, he scores a point for each player at the table, including himself; 4 in four-hand, 5 in five-hand.

PROGRESSIVE PLAY

Progressive play at cards consists of a series of partnership games, in which the partners change at the end of each game. It is played at three or more tables, numbered Table No. 1 (or head table), Table No. 2, Table No. 3, etc., four players at a table. The last table is called the foot or booby table.

Before the beginning of play, the hostess provides a suitable device for keeping record of the games won by each player, and by which each player will be assigned to his proper position at the table where he will begin playing. Thus, "1 A" indicates that the player will begin at Table No. 1, head couple; "1 B," Table No. 1, side couple, etc. Scoring devices for ladies and gentlemen should be of different color, or bear other distinguishing marks. Prizes for the best and poorest (booby) players, most lone hands, etc., are provided at the discretion of the hostess. The game begins simultaneously at all the tables, at a signal given by the hostess, or by tapping a bell at Table No. 1. Cut for deal at each table, low dealing, ace being low. After the first game, the "visiting" lady usually deals, except in Rapid Euchre, where, to save time, the remaining lady deals.

Scoring.—The score of any progressive game can be kept by the number of games won during the play, or by the total number of points. In Euchre, 5 points is generally considered a game (some players prefer 7, especially in Rapid Euchre), and the play continues until that number has been reached at head table. The other tables in the meantime may have played more or less than the given number of points. All play immediately ceases, however, when the bell at Table No. 1 is tapped to indicate that the game is finished.

One or two deals around may be played out before the bell taps. The players at each table play out their hands, count points won instead of games, and score them, and then remain inactive until a signal announces that all the players are ready to move. The method of scoring is usually by punching a card on which spaces have been printed for 1 point, 2 points, and so on up, usually to 15 points. The pair having won most points progress. Another method is to provide each table with a bell, and to agree upon a certain number of points as game. Whichever table first reaches that number of points rings its bell, and play instantly stops at every other table. The partners who have scored the greatest number of points at each table progress.

Methods of Progressing.—The winning pair at each table moves up to the next table (toward Table No. 1). The losers remain, exchanging partners with the pair coming to the table. At Table 1 the winners retain their seats, and the losers go to the foot table, or winners may progress to foot table and losers remain at Table 1. In some circles the winners at Table 1 exchange partners with the newcomers at the table.

Another plan for progressing is: After each game let the winning lady progress one table in one direction and winning gentleman one table in the other (at lowest table up to Table 1).

The losers remain at each table, but play against each other on the next deal. Or the winning lady may move up and the losing gentleman down, the losing lady and winning gentleman remaining at the table and playing as partners on the next deal. Or have the gentlemen move toward the head table, the ladies remaining seated. To avoid fatigue, this may be reversed during one-half of the evening, the ladies progressing and the gentlemen remaining seated.

In another method the same partner is retained throughout the play. After each deal, the East and West pairs each move up one table (*i.e.*, to the next lower table, at Table 1 to the foot table), the North and South pairs retaining their seats. Cut for the deal at each change.

Under the preceding method the pairs sitting all the same way at the various tables do not play against each other. When it is desired that each pair should play against every other pair, the following plan may be employed: Let the North and South pair at Table 1 act as a pivot, retaining their seats throughout the session. Let all the other North and South pairs move toward Table 1 after each deal, retaining North and South seats until they reach Table 1; when, as the North and South seats are already occupied by the pivot pair, the coming pair take East and West seats. The East and West pairs, after each deal, move away from Table 1, except at the lowest table, where they exchange for the North and South seats at the same table. Cut for deal at each change.

Rules.—In general, the laws of four-hand game apply.

In case a tie has occurred at any table, and (when the bell taps) either side has won their third trick of the hand which will decide this tie, they may score and progress, provided the trick has been taken in and turned down; but they can not score, even though their third trick is won, if it has not been turned down.

Lone hand may or may not be permitted at the first or head table, at the discretion of the hostess.

Ties may be decided by cutting, or where games won are scored, one-half game may be scored for each player in case of a tie. Or the players having won their points first may progress.

In case of a tie in the final score for prizes, the tied players shall play one game (or hand) to decide the score.

Or, if agreed, they may cut, high winning.

In case four players are tied and play off for the prize, they play as individuals, not as partners. If one of the players takes in all five tricks, he scores 3, not 4 points, and a euchre scores each of the other players, 2 points.

In case a second prize is offered, and two players are tied for highest score, they play off or cut, winner is entitled to first prize and loser to second prize. If three or more players are tied, the highest score on the play-off (or highest card on the cut) takes the first prize; next highest, the second.

In case of a tie for booby prize, the defeated player (or lowest cut) wins the prize.

If, due to an unequal number of ladies and gentlemen, a lady should play in a gentleman's place, she is considered a contestant for the ladies', not the gentlemen's prize, and if a gentleman should play in a lady's place, he is considered a contestant for the gentlemen's prize, not the ladies' prize.

In case the players can not be divided into an equal number of fours, a two or three-hand game may be played at the last table. From this table two players progress, but only the one having the most points scores, except in case of a tie in a three-hand game, when both score. The rules for two or three-hand games apply at this table. A very good rule is to allow no guest to remain at the three-hand table more than two games, allowing them to progress after the second game, whether winning or not.

Note.—In observing all the appropriate appointments of a progressive card party, not the least imperative feature is to select fine playing cards, all of equal quality, for each table, and at the same time handsome but different designs should be adopted for each table. Nothing mars the pleasure of an entertainment so much as to have different grades of cards—some, possibly all, poor in quality—at the different tables.

RAPID EUCHRE

A variation of Progressive Euchre, each game ending as soon as 5 points are scored at any table. Each table is provided with a bell, which is tapped at whatever table 5 points are first scored, ending the games at all tables—the same as if the bell were tapped at the head table in the regular progressive game. Lone hands are not permissible. The winners at the first table progress to the foot table. Otherwise, the rules of Progressive Euchre apply.

POINTS ON CONDUCTING A LARGE EUCHRE

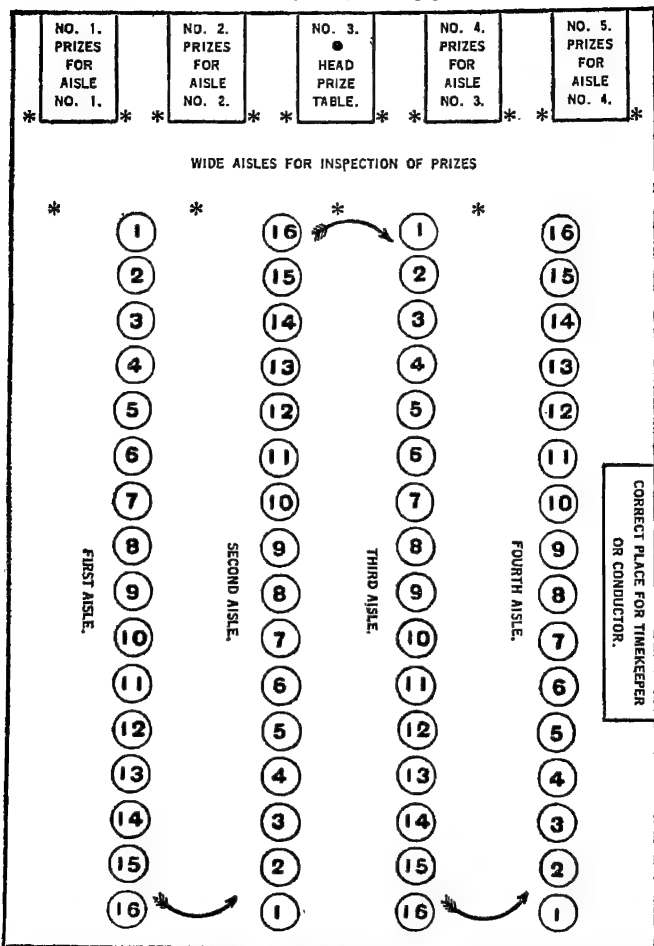
The following suggestions may be of assistance in arranging for a large Euchre—modifications being made to suit the number of players, size and shape of room, etc. For such an occasion a hotel usually offers more conveniences than a hall, and in contracting for same, light, heat, dressing rooms, maids, chairs and tables should be included.

Tickets for a public Euchre are usually issued not less than three weeks in advance, the price varying to suit the occasion.

The tables and chairs for the players should be arranged in straight rows, whenever possible, progression being down one row and up the next. This style of progression and arrangement is indicated on the accompanying chart, which shows a layout for 256 players.

The 14 stars designate ladies in attendance—one in each aisle and two at each table.

HEAD OF THE ROOM



Progression starts from head of room to the foot, progressing in a circle from table No. 16 to table No. 1, as denoted by arrow. There is no head table—seats are taken according to choice of guests, and when the game is concluded, prize winners are allotted prizes from the table at the head of the aisle in which they are seated when the game ends.

To facilitate arrangements, the following committees may be appointed to advantage:

FIRST COMMITTEE—Three Members—ON HALLS

This committee to make all arrangements for hotel, tables, chairs, cards, score cards, etc. They should have supervision of the chairs and tables, see that the playing cards are properly assorted and placed on the tables, etc. They should also collect the playing cards immediately after the play, with the aid of such assistants as is necessary.

SECOND COMMITTEE—Three Members—ON TICKETS

This committee should arrange for the printing of the tickets, stamp or sign them, place them on sale in various places, keeping strict account of where placed, and with whom, collect tickets turned in after the Euchre and turn them over to the treasurer.

THIRD COMMITTEE—Three Members—ON PRIZES

This committee should solicit or purchase prizes, select from those secured the handsomest and most expensive for head prizes, and distribute the balance for minor prizes.

If the Euchre is given for a charitable purpose, prizes may be solicited from the local stores, these being added to from the expense fund, if necessary.

If gentlemen and ladies are to play, an equal number of prizes should be given for gentlemen and ladies.

A good plan for displaying prizes is to arrange a row of tables across the head of the room—one in the center for the head prizes and one at the head of each row of tables for the minor prizes (see Chart). The prizes on the table in the center are awarded to the players in any part of the room having the higher scores, while the prizes on the tables at the head of each row of the playing tables are given to the players (exclusive of those awarded principal prizes) having the higher scores in that row (at the end of the last game). Prizes are distributed in the different aisles by the ladies who have charge of those aisles during play.

A manager (with power to appoint an assistant manager) should be appointed to have supervision of all arrangements, committees, etc. A treasurer should also be appointed to have charge of the funds, and, if any corresponding secretary is necessary, a secretary may also be appointed.

The manager should stand in as central a position as possible (see Chart), and announce the beginning and end of the games. The assistant manager, or treasurer, may have charge of the door and of any money taken in at the same.

The manager, treasurer and secretary should act as auditors of tickets and accounts.

Guests may select any table in any aisle at which to begin play.

When the guests are assembled ready for play, the ladies in charge of the aisles should each report to the manager that all the tables in their aisles are filled. The manager should then read the rules governing the games, explaining distinctly just how long each game is to last, how progressions are to be made, how prizes are to be awarded, how ties are to be decided, whether or not lone hands are to be scored or permitted, whether or not half games are to be scored, whether the first deal of each game is to be decided by cutting or otherwise, whether losers or winners progress, whether ladies playing in the place of gentlemen or gentlemen playing in the place of ladies are entitled to the prizes for their own or opposite sex, etc. These rules should be arranged by Committee No. 1, and should be plain, clear and distinct.

After the rules are read, a bell may be tapped or whistle blown to indicate the play to begin. A good plan is to allow the games to last seven minutes each, at the end of which time a bell or whistle is again sounded to indicate progression. When all progressions have been made and games scored, the bell or whistle is again sounded for beginning the second game, and so on throughout the evening. If seven minutes are allowed for a game, twelve games may be easily played, allowing sufficient time for progression and scoring between each. At the conclusion of the last game, guests should be requested to remain seated and absolutely quiet, to avoid confusion until after the prizes are awarded. The manager then asks those present who have won twelve games (or the total number of games played) to stand up and come forward to the head prize table. If no one has won twelve games, the manager asks if anyone has won eleven games; then those having won ten games are called for, the prizes being awarded to each before the next number is called for.

A good plan to decide ties for prizes is to have the tied contestants for each prize draw from numbered slips, laid face downward on the table. Thus, if there are four contestants for the prize, the slips should be numbered 1, 2, 3 and 4, and should be thoroughly mixed up and laid face downward, each contestant in turn drawing one, No. 1 being awarded first choice or prize, etc.

The principal prizes should be awarded first to the players in the entire room having won the most games, after which the prizes in each row of tables are awarded to the highest remaining scores in such row—each row being taken up in turn.

The following rules may be found of service, being modified to suit the occasion:

RULES

Each game will begin and end at the blowing of the whistle, and continuing exactly seven minutes.

Ladies cut for deal. Low deals—ace being low.

After the first game, the deal passes to remaining lady (the lady who has failed to progress).

Players must continue playing and counting points until the whistle blows; then the cards must be instantly laid on the table, and the two who are winners progress and score, moving to the table next highest in number.

If a tie, all four count a half game, and the partners who score their points first progress.

There will be no lone hand.

Partners can assist.

Ladies playing as gentlemen contest for the ladies' prizes, and gentlemen playing as ladies for gentlemen's prizes.

At the conclusion of the last game, which will be announced by the manager, guests must keep their seats until the prizes are awarded.

Prizes won are given out from the table at the head of the aisle at which the winner concluded his or her last game.

Two short blows of the whistle during the game are intended to call the attention of the players to some explanation.

Five Hundred

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The Pack.—Two-hand, 24-card pack, A (high) to 9 (low); three-hand, 32 cards, A (high) to 7 (low); four-hand, 42-card pack, A (high) to 4 (low), (deleting two 4's); five-hand, regular 52-card pack; six-hand, 62-card pack, with 11, 12 and two 13 spots. The joker may or may not be added to any of these.

Number of Players.—Two to six. (A good three-hand game.)

Rank of Cards.—As in Euchre (the bowers being used), thus: Trump suit: J (right bower), high; J of same color (left bower); A, K, Q, 10, 9, etc. Suit same color as trumps: A, K, Q, 10, 9, etc. Two suits of opposite color: A, K, Q, J, 10, 9, etc. Joker when used, is the highest trump, ranking above the right bower. When using 62-card pack, the 13, 12, and 11 rank in that order below Q and above 10.

Cutting.—Cut for deal. Low deals—ace being lowest of a suit; joker lowest of all. The player on the dealer's right cuts the cards after they have been thoroughly shuffled, and he must leave at least four cards in each packet.

Dealing.—Each player must receive ten cards; the remainder of the pack is left face down on the table for a "blind" or "widow," and must be laid out between the first and second rounds, thus: Deal three cards to each player, then lay out the widow, then four cards to each, then three, in rotation to the left, beginning with eldest hand.

Misdealing.—There must be a new deal by the same dealer if too many or too few cards are given to any player, or if the same number of cards is not dealt to all the players in each round; or if a card be found faced in the pack; or if, during deal or play, the pack is found to be imperfect; but any prior score made by that pack shall stand.

If the dealer exposes any card dealt to an opponent, that player may demand a new deal.

A deal by the wrong player may be stopped before the last round is dealt, but after that it stands.

If, after he has made a bid, a player is found to have either more or less than his correct number of cards, and adversaries have the right number, the widow must also be wrong. The player in error loses his bid on that deal, but his hand must be made good from the widow.

If two players have an incorrect number of cards, there must be a new deal. If a player with the wrong number plays to the first trick, the deal stands if the bidder and widow are correct.

Object of the Game.—To take tricks. Player (or partners) who name trump must take full number of tricks bid, to score anything, and to avoid being set back. (See Set Back.) Adversaries score for each trick they take. (See Scoring.)

Making the Trump.—Beginning at dealer's left, each player bids for privilege of naming trump or "passes." A player who once "passes" can not bid thereafter. Only one bid is allowed each player.

Bids are made to take a certain number of tricks, with a named suit as trumps; or to take them without a trump. The form of bid is generally thus: six in clubs, eight in diamonds, etc. The value of these bids depends on the table of values used. (For "Nullo" bids, see page 120.)

In bidding, suits rank as follows: Spades (lowest); clubs, diamonds, hearts, "no-trump" (highest).

No bid can be made for less than six tricks. If no one bids six or more tricks, the cards are bunched and the deal passes to the left.

In some localities, if no one bids, the hands are played "no-trump," and each trick taken scores 10, and there is no set back. (See Set Back under Scoring.) In such case the widow is not used, being left face down. Or, if agreed, it may be turned face up to be looked at, but not drawn from.

A bid to raise a previous bid must be for a higher number of scoring points, or it must be to win a greater number of tricks to make the same number of points. Thus, bid of seven tricks in clubs (if worth 120) raises bid of seven tricks in spades (80), and eight tricks in spades would raise seven tricks in clubs, since the value of each bid is 120 points. In Avondale schedule there are no two bids of same value, hence there can be no complications or misunderstandings as to the relative value of bids. A player can not raise his own bid, if all other players pass.

Irregular Bidding.—If any player bids out of turn, such bid is void, and his partner or partners lose their right to make any bids that deal. Playing each for himself, there is no penalty for a bid out of turn.

Discarding.—Highest bidder takes the widow into his hand, and then discards to reduce his hand to ten cards. He may retain part or all or none of the cards taken up.

Leading.—After discarding, successful bidder leads any card he chooses. It is not obligatory to lead trumps.

The Play.—Each player in turn to the left must play to the trick, following suit, if possible. If no suit be held, player can trump or throw off a card of any other suit. Winner of first trick leads for next one, and so on.

No-Trump Hand.—On "no-trump" bid, the hand is played without trumps.

The Joker.—The Joker is the highest trump when there is a trump bid. It is always the highest card in play whether there is a trump or no trump. In NO-TRUMP and NULLO bids the Joker is a suit by itself and holder of Joker cannot play it if he can follow suit. Not being able to follow suit, he can discard a card of another suit as often as he chooses or play the Joker when he pleases. If the holder of Joker leads it he has the privilege of naming the suit that must be played to it, but can not specify any card of that suit.

Exposed Cards.—The following are exposed cards, and may be called by an adversary:

Any card dropped face upward on the table, except cards played regularly to tricks.

Two cards played to the same trick.

Any card so held in the hand that player's partner may see any portion of its face.

Any card named by the player holding it.

All exposed cards must be left face upward on the table, and are liable to be called. When such demand is made, the player must lead or play them, if he can do so without revoking. The call may be repeated at each trick until the card is played, but if the exposed card can be got rid of in the course of play, no penalty remains.

A player having one or more exposed cards on the table must not play from his hand until the adversaries have had time to call the exposed card. If he plays another card without waiting for this demand, such other card must be withdrawn if adversaries demand, and also becomes an exposed card.

Irregularities in Play.—If the bidder or the widow has a wrong number of cards, after playing to the first trick, the adversaries having their right number, he is set back. The hand is played out to see how many tricks the adversaries can win.

Neither a player nor his partner can win a trick on which either of them has no card to play.

If a player leads out of turn, and all the others follow him, the trick stands good. If it be noticed before the trick is complete, the cards must be taken back, and the leader's card becomes an exposed card. If lead properly belongs to partner of the player in error, his right-hand adversary may call upon the proper leader to lead or not to lead a trump, but he cannot demand that any particular one of the three plain suits be led.

If the third hand play before the second, or the fourth before the third, etc., the card cannot be recalled, but must remain on the trick, as if played in proper rotation.

TABLES OF SCORING POINTS
GAME OF FIVE HUNDRED
AVONDALE SCHEDULE

TRICKS	6	7	8	9	10
♠	40	140	240	340	440
♣	60	160	260	360	460
♦	80	180	280	380	480
♥	100	200	300	400	500
No Trump	120	220	320	420	520

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Original Schedule

If Trumps Are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Spades	40	80	120	160	200
Clubs	60	120	180	240	300
Diamonds	80	160	240	320	400
Hearts	100	200	300	400	500
No Trump	120	240	360	480	600*

If reverse order of suit values is used, table of points is as follows:

Inverted Schedule

If Trumps Are	6 tricks	7 tricks	8 tricks	9 tricks	10 tricks
Clubs	40	80	120	160	200
Spades	60	120	180	240	300
Hearts	80	160	240	320	400
Diamonds	100	200	300	400	500
No Trump	120	240	360	480	600*

NOTE—The Avondale Schedule is recommended because it contains no two bids of same numerical value and more nearly equalizes the value of the suits.

If a player fails to follow suit, when able to do so, it is a revoke. Upon the revoke being claimed and proved, the hands shall be immediately abandoned. If it is an adversary of the bidder who has revoked, the bidder scores the full amount of his bid, while the side in error scores nothing. If it is the bidder who revokes, he is set back the full amount of his bid, and the adversaries score any tricks they may have taken in up to that time.

Partners.—The four, five and six-hand are partnership games—the four-hand, two against two; six-hand, three pairs of partners. There are various forms of the five-hand game. In some localities successful bidder designates any one player as his partner during that hand, and such player can not refuse; in others, one partner on bid of six or seven, and two partners on bid of eight, nine or ten. In other localities, he may call upon holder of a certain card to act as his partner; as the player holding a named trump which is missing from bidder's hand, or a high card of a plain suit which he needs to strengthen his hand. Bidder does not know who his partner is until card called for falls in the natural course of play.

In some localities the holder of the card called for announces it at once.

Scoring.—After hands are played out, if bidder takes as many tricks as he bid, he scores as per any one of the Tables of Points on page 121.

In no case can the bidder score more than amount he bid, unless the bid was for less than 250, and he takes all ten tricks, when he may score 250 instead of amount bid.

Each player opposed to bidder scores 10 for each trick individually taken.

Set Back.—If bidder fails to take as many tricks as he bid, he is "set back"; that is, the number of points bid are deducted from his previous score. If a player is set back before he has scored anything, or more points than he has scored, he is "in the hole" (indicated by drawing a ring around the minus amount). Partners are set back together the full amount bid.

Game.—Game is 500 points up. If one side gets 500 in the hole, it loses the game.

If more than one player scores game on the same hand, and one of them is bidder, bidder wins if he makes good his bid. If neither is the bidder, player first winning enough tricks to make his score 500, wins.

If any player scores out during play of a hand, balance of hand is not played, unless the bidder can win out. Abandoned hands must be shown, to prove there has been no revoke.

A player may be 100 in the hole and score out on a 600 bid.

FIVE HUNDRED FOR TWO

When two wish to play Five Hundred, the 33-card pack is used and a dead hand is dealt to the left of the dealer, besides the usual widow in the center of the table.

This dead hand must not be touched nor any card in it looked at, the idea of the game being that the bidder should speculate on the aces and kings which are out against him being in the dead hand, and not among his adversary's cards. This makes bids of seven or eight at no-trumps quite common.

The higher bidder takes the widow as usual, and in all other respects the game is the same as the regular Five Hundred for three players. The Avondale schedule is recommended for the scoring, as there are no ties.

GAMES OF 1,000 AND 1,500

The pack, rank of cards, deal, bid, lead and play are the same as in Five Hundred. In counting the hands, each player scores additional points, as follows: For each ace taken in, 1 point; each K, Q, J and 10, 10 points; each 9, 9 points; each 8, 8 points, etc., each card taken in being counted at its numerical value. Joker does not count. These additional points are not reckoned toward making the bid good, and are thrown out if bidder is set back through failure to take number of *tricks* bid.

In 24-card pack there are 50 of these additional points to each suit, or 200 in all; 32-card pack, 65 to a suit, or 260 in all; 44-card pack, 80 to a suit, 320 in all; 52-card pack, 85 to a suit, 340 in all; 60-card pack, 114 to a suit, 456 in all.

Game.—1,000 or 1,500 points, as agreed upon.

PROGRESSIVE GAME OF FIVE HUNDRED

Before play, each player is furnished with a score or tally-card, designating table at which he is to begin play. For four and six-hand play, it is also necessary to designate partners. Thus, four-hand, tally-cards may be marked: Table A 1, A 2, A 3, A 4; one and three playing partners against two and four. Six-hand: Table A 1, A 2, A 3, A 4, A 5 and A 6; the odd numbers playing against the even.

The game then proceeds as in the regular game of Five Hundred.

Scoring.—A pad of score-sheets is furnished each table. After hands are played out, count all points made or set back, and enter score of each player individually on score-sheet. (In partnership play each player is credited with entire amount made by the partners.) Entry on score-sheet is made by one player and O. K.'d by adversary. Score-sheet is then turned over to scorer. Scorer keeps a general score-sheet, with plus and minus column for each player. At end of each game, amounts made or lost by the various players are entered in the proper columns (all points won being entered in the plus column and all "set backs" in the minus column). At the end of the afternoon's or evening's play, the points won by each are added up, and the points lost (through "set backs") are deducted therefrom. The player having the highest number of points, after all "set backs" are deducted, wins.

Progressions.—Play one deal for each player at table and then progress. Three-hand, two high players progress; four-hand, winning partners; five-hand, two players with highest scores; six-hand, winning partners. Any preferred style of progress may be used.

Five Hundred—"Nulló" Bid

Some like to play a variation in which a player may bid "Nulló" and obligates himself not to take a trick. Bidder leads, and in a partnership game plays alone against opponents. The value of the bid is 250, and in the Avondale schedule it ranks between eight spades and eight clubs.

In case bidder takes one or more tricks, he is set back 250 points, and opponents score 10 for each trick he (bidder) takes. In non-partnership games *each* opponent scores for tricks bidder takes.

In playing Nulló, the bidder must discard the Joker, or lose the game, as the Joker will take in any trick in which it is played. In Nulló, holder of Joker cannot play it, if he can follow suit. Not able to follow suit he can discard a card of another suit as often as he chooses or play the Joker when he pleases.

If the holder of Joker leads it, he must specify the suit that must be played to it, but can not specify any card of that suit.

Laws of Five Hundred

Formation of Table.—1. If there are only three candidates for play, they cut for the first deal. If there are four, they cut for partners and deal, if they play in partnership. When four play without forming partnerships, the dealer takes no cards. Partners are the lowest two cards out.

2. If there are five candidates for play, they cut to decide which three or four, as agreed, shall play the first game. At the end of the game, the players cut to decide which shall give way to those waiting their turn. A table is complete with five players, of whom four should play, with or without forming partnerships.

3. In cutting, the lowest card has the choice of deals, and deals the first hand. The joker is the lowest card in cutting, the other cards ranking from the 7 up to the king, which is the highest card. In cutting the ace is low; in play, high.

4. Players cutting cards of equal value cut again; but the new cut decides nothing but the tie.

The Deal.—5. When three play, or four without partnerships, the pack shall consist of 33 cards, all below the seven being

deleted, and the joker added. When four play as partners, the pack shall consist of 43 cards; the 6's, 5's, and two black 4's being added to the usual 33-card pack. By agreement the joker may be omitted from the pack. If a pack does not contain a blank card, or 53rd card, the deuce of spades shall be the joker.

6. Any player has a right to shuffle the pack, the dealer last.

7. The dealer must present the pack to the pone, the player on his right, to be cut, and at least four cards must be left in each packet. If a card is exposed in cutting, the pack must be reshuffled, and the same dealer must deal again.

8. The dealer can not lose his deal.

9. Any player dealing out of turn or with the wrong cards, must be stopped before the last card is dealt, or the deal stands.

10. Beginning on his left, the dealer shall distribute the cards three at a time to each player in turn, and then lay off three cards for the widow, all face down. He shall then give each player four cards, and then three cards. The deal passes to the left.

11. There must be a new deal by the same dealer if any card is found faced in the pack, or if the pack is proved incorrect or imperfect; but any previous scores made with the imperfect pack stand good. An imperfect pack is one in which there are missing or duplicate cards, or cards so torn or marked that they can be identified by the backs.

12. Should a player expose any of his own cards, he has no remedy. Should a dealer expose a card dealt to any player but himself, that player may demand a new deal.

Misdealing.—13. It is a misdeal, and there must be a new deal, by the same dealer, if the cards have not been properly cut; if the dealer does not give the same number of cards to each player on the same round; if he gives too many or too few cards to any player; or if he deals too many hands; or if he neglects to lay out the three cards for the widow after dealing the first round and before dealing the second.

A player not holding an Ace or Court Card cannot demand a new deal.

Bidding.—14. Each player in turn, beginning on the dealer's left, has one bid. The rank and value of the bids is as shown on page 112.

15. The successful bidder shall score the exact value of his bid, if he wins as many tricks as he bids, but no more; except as provided for in Law 38.

16. No penalty for bidding out of turn in three hand.

17. Bidders must name the number of tricks and the suit; as, "Six in spades," or "Seven in no-trumps." There are no

second bids, and a player who has once passed can not come into the bidding again.

18. Should two bids be equal as to points, the bidder that offers the greater number of tricks shall have the preference. Eight in diamonds will outbid seven at no-trumps, although both are worth 240; but six at no-trumps will outbid seven in spades; because no-trump bid is worth 40 points more.

The Avondale Schedule avoids this.

19. A bid having been made, the next player in turn to the left must bid higher or pass.

20. A bid once named can not be recalled, and a player having once named a certain number of tricks can neither increase the number nor change the suit.

21. If no one will bid, the hands may be played as no-trumpers, the eldest hand leading for the first trick and each player being for himself. Each trick taken counts 10 points to the player winning it, but the widow remains untouched.

The Widow.—22. The successful bidder takes the widow, without showing it, and discards to reduce his playing hand to ten cards. His discard must be kept under the tricks he wins; but the three cards in it do not count as a trick.

23. Should any player but the highest bidder take up the widow, or look at any card in it, the successful bidder may either demand a new deal or may let the deal stand, the player looking at the widow being debarred from scoring anything on that deal. If there is no bid made, a player unlawfully looking at the widow may be called upon to take it and to play six at no-trumps; or there may be a new deal. If the others disagree as to the penalty, the six at no-trumps shall be played.

Playing.—24. The successful bidder, after having taken the widow and discarded, always leads for the first trick. He may lead any card he pleases, and the others must follow suit, if they can. The winner of one trick leads for the next, and each player keeps in front of him the tricks he individually wins. If the bidder leads the joker in a no-trumper, he must name the suit to be played to it. Players not able to follow suit may trump or discard at pleasure.

Irregular Hands.—25. If any player is found not to have his right number of cards, or if there are not three cards in the widow, it is a misdeal. But if any player with a wrong number of cards has played to the first trick, the successful bidder and the widow having the right number, the deal stands good; but the player or players with irregular hands can not score anything on that deal.

26. If the bidder or the widow has a wrong number of cards, after playing to the first trick, the bidder loses his game, and must be set back; but if both adversaries have their right number of cards, the hand must be played out, in order that they

may score for tricks. If both bidder and an adversary have a wrong number, the deal is void.

Exposed Cards.—27. If, during the play of the hand, a card is exposed by either of the bidder's adversaries, as by dropping it face upward on the table, playing two cards at once, or holding it so that partner can see it, the bidder may demand that the card be left on the table, to be called by him upon any trick, provided the call shall not require the holder of the exposed card to revoke. If two cards are played to the same trick, the bidder may elect which shall be played, and the other shall become an exposed card.

28. The bidder must demand the play of an exposed card before he plays himself, and the adversaries must give him reasonable time. If the holder of an exposed card can lead it, or can get rid of it in play, he can not be prevented from so doing.

Playing Out of Turn.—29. If either of the bidder's adversaries leads out of turn, the bidder may call a suit from the one that should have led, or he may call upon him not to lead the suit of the exposed card. Should it not be the turn of either adversary to lead, the bidder may call a suit from the one that first obtains the lead, or may demand that he do not lead the suit of the exposed card, the card remaining on the table as a marker for the penalty that is due.

30. Should the bidder play to the false lead without challenging it, the third player must follow suit also, and the trick stands good. If the bidder is the last player on the trick, he may play to the false lead or not, as he pleases, and the second player will be bound by his decision.

The Revoke.—31. A revoke is a renounce in error or failure to comply with a performable penalty. If a revoke is claimed and proved, the hand in which it occurs may be immediately abandoned. If the bidder is the one in fault, he is set back the amount of his bid, and the adversaries score for any tricks they may have taken up to that time. If an adversary of the bidder revokes, he can not score anything that hand, and the bidder can be set back; but must score his bid as if he won. The adversary who has not revoked may score for any tricks he has taken in.

32. A revoke may be corrected by the player making it, before the trick is turned and quitted; unless the player in error has led or played to the following trick.

33. If a player corrects his mistake in time to save the revoke, the card played in error becomes exposed, and can be called by either adversary if exposed by the bidder, or by the bidder if exposed by either adversary. If a revoke is corrected by the second player to the trick, the third player may withdraw his card without penalty.

Looking Back.—34. No player is allowed to see any but the last trick turned and quitted, under penalty of having a suit called from him.

35. The bidder is not allowed to look at the cards he has laid out for the widow or discard, after he has played to the first trick, under penalty of having a suit called from him by the player on his right.

Scoring.—36. The game is winner 500 points up. If one side gets 500 points in the hole, it loses the game. When 4 play, the dealer taking no cards, the highest score at the end of 12 deals is the winner of the game.

37. The bidder always has the first count, and if he has made good his bid, he scores it. If this gives him enough to reach 500, he wins the game, even if either or both his adversaries have made enough to put them 500 on that deal.

38. The bidder can not score more than his bid unless he wins all ten tricks, in which case he scores 250 if his bid was for any less amount. If he had bid more than 250, he scores nothing extra for any over tricks he may make.

39. If the bidder fails to make as many tricks as he bid, he is set back the full amount of his bid.

40. Each adversary scores 10 points for each individual trick that he takes. The adversaries must keep their respective tricks separate, in order to verify their scores.

41. If the bidder can not reach 500, and both adversaries have enough to put them 500, the one that first got the trick necessary to put him out, wins the game. When two players are nearly out, neither of them being the bidder, the one that first reaches 500 should claim the game, on condition that the bidder does not win it on that deal.

The Joker.—42. The joker is always the best trump, ranking above the right and left bowers. When the bid is No-Trumps or Nullo the joker is practically a suit by itself. When there is no 53rd card in the pack, the deuce of spades shall be the joker.

43. In No-Trump and Nullo bids the joker is a suit by itself. Holder of the joker cannot play it if he can follow suit. Not being able to follow suit he can discard a card of another suit as often as he chooses, or play the joker when he pleases.

44. If the holder of the joker has the lead in a No-Trump or Nullo, he may lead the joker; but he must specify the suit that shall be played to it, and he may name any suit he pleases.

45. No player is allowed to give his partner any unauthorized information regarding bidding, or calling attention to cards being played or what to play. Penalty for violation of this rule is, player at the offender's right can demand, when the offender or his partner have the lead to call the lead of any suit he may choose.

Rum

(This is a Combination of Conquain and Whiskey Poker.)

The Pack.—Full pack of 52 cards, which rank from the king down in sequence to the ace. The suits have no rank.

Number of Players.—From two to six—four to six making the best game.

Cutting and Shuffling.—The cards are spread and drawn for choice of seats and the first deal. Low wins and ace is low. Each player has the right to shuffle, the dealer last. Player to the right of the dealer cuts.

Dealing.—When two play, ten cards are given to each; when three play, seven cards to each; when four or more play, six cards to each. Cards are dealt one at a time, and the next card is turned face up, and placed beside the stock, which is left in the center of the table, face down.

Object of the Game.—To get rid of the cards dealt to the player by laying them out in triplets or fours, or in sequence and suit of three or more.

The Play.—The player to the left of the dealer must either draw a card from the top of the stock, without showing it, or must take the card that lies face up beside the stock, discarding one in its place after he has seen what he gets, but before taking it into his hand, thus not being allowed to discard the card he draws.

If he holds three of a kind, such as three 10's, or three of any suit in sequence, such as 6, 7, 8 of clubs, he may lay them on the table in front of him. If he has no such combination he should draw so as to get one together.

The eldest hand having played, each player in turn to his left must draw a card and may lay out any combination he holds, before discarding a card in place of the one drawn. Only one combination can be laid down at a time.

The game is sometimes rendered more difficult by having only one card face up, each discard being placed on the top of the original faced card, so that there are two piles to draw from, one face up and one face down, but only the top card may be taken from either. This makes the game much longer, but adds to the skill demanded, as the cards passed must be remembered.

After drawing from the stock and discarding, any player may get rid of one card in his hand by putting it on some combination already laid down by another player. If he holds the 8 of hearts, for instance, and someone has laid the 5, 6, 7 of hearts on the table, the 8 may be added to those three cards, but only one card at a time may be got rid of in this way.

The first person to get rid of all the cards dealt to him and drawn by him, either by laying six on the table in front of him, or by laying four or five and giving the others to other players' layouts, discarding his last card, wins the game, and the others settle with him according to the number of pips on the cards they have left in hand, ace counting 1, and so on up, the jack 11, queen 12, and king 13.

No player is allowed to lay down any combination or get rid of any card except in his proper turn, so that if a player wins the game it is too late for any of the others to lay down or get rid of any cards that they could have got rid of. It is usually better for those who cannot use any of the cards faced on the table to draw from the stock, on the chance of getting something to fit their hand, but in case of doubt it is wiser to play for the smaller combinations, such as three trays than for three jacks, because if you do not get the third one before some player wins the game, you will have to pay for the pips on the cards you hold.

If all the stock is drawn before any player wins the game, there are two ways to play: 1. All the hands are shown and the lowest pip value wins. In this method the play ends with the person who draws the last card, the next player not being allowed to use his discard. 2. The discards are all gathered up, shuffled and cut, and the top card turned face up, the remaining cards being left face down, and the game proceeds as if the original stock were still there.

Variations.—In some localities a player holding combinations, which include every card in his hand, may lay the entire hand down at once, scoring double the pip value of the cards left in opposing hands.

The game is sometimes varied by making the order of operation for each player—Draw, Play, Discard—instead of Draw, Discard, Play.

Boat House Rum

This is another popular variation of Rum, in which the players' hands are not shown until a player declares Rum with a completed hand.

The Pack.—The full pack of 52 cards is used. In settling the King, Queen, Jack and Ten count 10 points each, all others their face value. In some localities the point system is not used, players paying one or more chips for each card that cannot be matched in sequence or in three or four of a kind.

Rank of Cards.—Sequence of three or more must be of the same suit. The Ace, 2, 3, etc., may be used in a "round the corner" sequence of the same suit, as 2, 1, King of same suit is a sequence.

Number of Players.—From two to six, but four or five makes the best game.

Object of the Game.—To draw cards that will make up runs of three or more of the same suit, or three or four of a kind and to continue improving the hand until some player declares "Rum." "Rum" is declared when a player, after drawing and laying a card face down, has his entire hand matched.

Dealing.—Anyone may deal the first hand, subsequent hands are dealt by each winner. When two play, seven cards are dealt to each, one at a time; when three play six cards are dealt to each or 9 cards minus the number of players are dealt to each player. The deal completed, the next card is turned face up beside the stock, which is placed face down.

The Play.—Each player, in turn, beginning at dealer's left draws either the two top cards of the exposed cards if available, or one from the top of exposed cards and one from the top of the stock; or one card only from the stock. He cannot draw a card from the exposed cards after drawing a card from the stock. He then discards only one card placing it face up next to the stock cards. When all cards are faced up, the top card is left face up; the remainder of pack is then shuffled and placed face down and play continues as before.

The Showdown.—As soon as any player declares Rum he must place all his cards face up. A penalty should be agreed upon, payable to each player if declaration is not correct. All the other hands are then shown in the same manner. The winner is then paid a certain amount for each unmatched card as agreed upon or as in the point system he is paid for the number of pips on the cards; King, Queen, and Jack counting 10 each.

Draw.—When only one card is left it is then a draw, each player putting into a pool the amount of chips his unmatched cards call for, the winner of the next game taking the pool.

Michigan Rum

The Pack.—The full pack of fifty-two cards is used. In melding and settling the ace scores 15 points, excepting when used in sequence with deuce and trey, when it scores only one point. Kings, queens, jacks and tens score ten points, all others as to the numerical or pip value, as nines nine, fives five, etc.

Players.—Two to six, four or five makes the best game.

Dealing.—Cards are drawn for first deal, king high, ace low, low deals. Subsequent hands are dealt by the winner. When two play, nine cards are dealt to each player, one at a time, when three or four play seven cards to each player; when more play six cards to each player. Dealer lays one card face up as Talon, balance of pack face down as Stock.

Object of the Game.—To get rid of all the cards, by melds, laying them down in three or four of a kind, as three or four kings, or in sequence of three or more of the same suit, as three, four, five of hearts.

The Play.—Each player in turn, beginning with the dealer's left draws one card from Talon or Stock, or if there is a card in the Talon wanted by the player having the lead, he can take that card but must take all above it, but cannot discard more than one card, and it is optional to him what card to discard. After the draw and before discarding, player can lay down all melds possible, also add to any melds of his adversaries. Thus if he holds the eight of hearts and he or his opponents have melt the five, six, seven of hearts he can add the eight of hearts and score eight points. Or if three aces have been melt, he can add the other ace and score 15 points. If a player discards a card which could be used in a meld shown, any player can call "STOP" and then play the card and take the credit for the meld.

Some player must be designated to keep score of the melds as made and see that they are correct.

The Showdown.—Player first getting rid of all his cards by laying down his melds and laying one card face down on Talon declares "Rum" and if correct each adversary pays him the pip value of their hands. If declaration is not correct each adversary is credited 20 points. After "Rum" is declared no more melds can be made.

Game.—500 points is considered game, if the final hand gives two or more scores above 500, the one having the most points wins.

Gin Rummy

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The Pack.—The full pack of 52 cards, which rank from the King down in sequence to the Ace, which has a value of one. In settling, King, Queen, Jack and Ten count 10 points each, all others their face value. The suits have no rank.

Number of Players.—Two.

Object of the Game.—To draw cards that will form a sequence of three or more in the same suit, as three, four, and five of hearts, or three or more of a kind, as three kings, and to continue improving the hand until the total count of the unmatched cards in the hand is 10 or less so that a "down" can be scored.

Dealing.—Ten cards, dealt one at a time. After dealing, next card is turned face up beside remainder of the pack (stock), which is left face down in the center of the table.

The Play.—The dealer's opponent (pone) may take the exposed card or may pass, in which case the dealer may take it. If both refuse, pone takes a card from the top of stock, discarding whatever card he wishes face up beside the stock. After the player drawing the first card has discarded, play continues with each player alternately having the choice of drawing a card from the top of the stock or from the top of the discard pile, discarding after the draw in each case. No melds are made until the down. Among some players it is permissible to look back through the discard pile.

The Down.—When a player can meld enough cards so that his unmatched cards have a value of 10 or less, he may declare a down by exposing his cards and announcing the points he has remaining, doing this after making his draw and at the same time as he makes his discard. The opponent then melds all his combinations and has the privilege of playing wherever possible on the triplets or sequences of the player scoring the down. The opponent then announces his remaining points. The difference between the remaining points of the two players determines the score for the deal and is credited to the winner. If no one declares a down, hand is over when all but two cards in the stock have been drawn; no one scores in this case.

Bonuses.—(1) A bonus of 20 points in addition to the score for the deal is given the player who scores a down by melding all 10 cards, even if opponent succeeds in getting rid of all his cards by melding and laying off. (2) A bonus of 10 points is given the player whose remaining points are equal to or less than those of the player scoring the down.

Game.—Winner of one hand deals the next. Game is won by the player who first scores 100. The final point value of each game is then commonly determined as follows:

1. The difference in the final score of the two players. (The player who first scores 100 points is given credit for any points he scores in excess of 100.)
2. A bonus of 100 points given the player who first scores 100. If opponent has won no points, bonus is 200.
3. A bonus of 20 points given each player for each down he has scored.

500 Rum^m

The Pack.—The full pack of fifty-two cards. In play the Kings, Queens, Jacks and Tens count ten. The Aces count fifteen each, when laid down as three Aces 45, also when played in sequence with King and Queen of same suit, but when melt with Deuce and Trey it scores only one point, as Ace, Deuce and Trey of same suit, scores only six points. All other cards score their face value as three Fives scores 15 points.

Players.—Two to four, if more than four play a double pack should be used.

Dealing.—Cards are dealt one at a time, player receiving first jack deals, subsequent hands are dealt by the winner. When two play, deal nine cards to each player, one at a time; three players, eight cards each or eleven minus the number of players. When more than four play, a double pack is used and nine cards are dealt to each player. The deal completed, the top card is turned face up as the beginning of the Talon, the balance of the pack face down as Stock.

Object of the Game.—To draw cards that will form a sequence of three or more of the same suit, as three, four and five Hearts, or three or more of a kind, as three Kings, and to continue improving the hand and making melds until a player declares Rum.

The Play.—Each player in turn, beginning at the Dealer's left, draws one card from Stock or Talon, or if there is a card in the Talon wanted by a player, he can take that card, but this card must be played in a meld, he also must take all cards above it, but cannot discard more than one card. Player having the lead can make all melds possible from his hand, or adding to his own melds, also adding to his opponents' melds, but these must be shown how used, then placing them with his own melds.

Melds.—All melds must be shown face up and score as to their numerical value, excepting the Aces, as three Aces score 45, three Sevens 21, four Nines 36. A sequence of nine, eight and seven of the same suit scores 24; Ace, King and Queen of same suit 35; Ace, Deuce and Trey of same suit six points. All melds should be made as soon as possible, as no melds can be made after "Rum" is declared. If a card is played on the Talon that is playable in a meld, opponent first discovering it can claim it and add to his own melds.

When stock is exhausted, play continues. Each player in turn plays from the Talon if he can, if not he knocks.

Penalty.—Player drawing cards from Talon and unable to play the lowest card in a meld, or add it to a meld in his own or opponent's melds, he must keep the cards and each player adds 25 points to his score. If this gives any player 500 points, then the game is 525 points.

The Showdown.—Player first getting rid of all his cards by laying down his melds and turning one card face down on Talon declares "Rum." A penalty of twenty points to each opponent if the declaration is not correct.

Score.—Each player scores the amount of his melds less the numerical points of cards left in his hand. Aces, left in the hand score fifteen points. If points left in hand score more than the melds he is set that amount.

Game.—500 points is considered game, if in the final hand, two or more players score 500 or more, player having the most points wins.

Zioncheck

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The Pack.—Two full packs of 52 cards each for fewer than six players. For six or more players, three packs should be used. As many jokers as desired may be added to make "wild" cards.

Number of Players.—From two to seven.

Cutting.—Cut for deal. High deals first. Thereafter the deal passes to the left for each of the six hands.

Dealing.—The dealer shuffles thoroughly and then deals ten cards one by one to each player.

Object of the Game.—To get rid of the cards dealt by laying them out in the manner hereinafter described.

The Play.—The player to the left of the dealer draws the first card off the top of the pack and shows it to the others. If he does not wish to keep it, the first on his left who wishes may ask for it using the simple word "Buy" to express his request. Any player who draws a card thus out of turn must take an additional card off the top of the pack as a penalty card and is not permitted to discard. The first player has the privilege of drawing a second card off the top of the deck which he may either keep or discard. Only the first player to the left of the dealer has the privilege of drawing two cards. All others in turn must either take the discard of the person to their right or draw off the top of the deck and then place on the discard pile one card from their hand. If two or more people wish the same discard it must go to the first person to the left of the discarder who wishes to buy it. If jokers are used they may represent any card not in the hand which is needed to complete the hand.

Hand One.—For the first hand TWO GROUPS are required. A group consists of three or more cards of the same denomination. Thus, three eights, three queens, etc. are all groups. When a player has by drawing or buying enough cards to form two complete groups he places them face up on the table before him. The remaining cards in his hand he must dispose of by playing them on the groups in front of other players during his regular turn. If he draws cards that go with the groups he has himself laid down, he may play these also. Note: Only two groups may be placed in front of a player and they must be laid down at the same time. A player has the privilege of putting down his cards or discarding them only during his regular turn. When one player is able to play all of his cards the hand is finished and all other players count the value of the cards remaining in their hands. Aces and jokers count fifteen, court cards count ten; and all other cards count five points against their holders. The total value of the cards remaining unplayed in his hand is entered against each player on a score sheet.

Hand Two.—In the second hand ONE GROUP and ONE RUN are required. As before, a group is a unit of at least three cards of the same number, and a run is a unit of at least four cards in the same suit in consecutive order. Thus the J-10-9-8 of hearts would constitute a run. An ace may be used as either

the lowest or highest card in a suit. If a player is unable to draw a card necessary to complete either a run or a group, he may substitute a joker for the card. When he draws or buys enough cards for the necessary run and group he places them both on the table before him. If one of the remaining cards in his hand is a card for which another player has substituted a joker, he may play that card in the run and remove the joker to his own hand, trying to place it in other groups or runs in such a way as to help the play of other cards in his hand. After he puts his own cards down, he may play as many cards on other groups or runs as he can during his regular turn, always trying to get rid of his remaining cards as quickly as possible. Note: The joker may be used in both groups and runs, but it may only be removed from runs on the table by substituting the card for which the joker stands. As before, the first player to get rid of his remaining cards after he has placed his run and group before him wins the hand. The others count the values of the cards left in their hands, and add them to the score of the first hand.

Hand Three.—Proceed as before. This time each player is required to lay down TWO RUNS of at least four cards in consecutive order in the same suit and get rid of his remaining cards by playing on the runs on the table. Note: A run may not be eight cards of the same suit broken to make two units. There must be a break of one card between the last card of one suit and the beginning of the second if the runs are in the same suit. The players who have cards in their hands when one player has played all of his add the values of the cards to the scores of the first two hands.

Hand Four.—TWO GROUPS and ONE RUN are required here. Proceed as before.

Hand Five.—TWO RUNS and ONE GROUP are required. Proceed as before.

Hand Six.—TWO RUNS and TWO GROUPS are required. As each group requires at least three cards, and a run must have at least four cards, it can be seen that the winning hand must have at least fourteen cards for completion. As he is dealt only ten, it will be necessary to buy at least two of the discards of other players, each purchase carrying with it a penalty card, in order to fill out his hand. The hand must be perfect before the player can put it before him; that is, the last card he draws either from the discard heap or the top of the deck must fit into one of the groups and runs in his hand. The first person able to put down his whole hand at one time (note: with no final discard) wins the hand.

After the six hands are played, the person with the lowest score wins the game.

Variations.—For Hand Six deal out fourteen cards, instead of ten, and allow no "buying."

Instead of a popular discard going to the first person to the left of the discarder who asks for it, it may go to the first player who calls out "May I?" This variation encourages watchfulness and alertness.

American Pinochle

TWO HAND

The Pack.—48 cards, two each (A, K, Q, J, 10 and 9 of each suit), or 64 cards (adding the 8's and 7's of each suit).

Number of Players.—Two.

Rank of Cards.—A (high); 10, K, Q, J, 9, 8, 7 (low). With 48-card pack, 9 is low. If two cards of same suit and denomination fall on one trick, the card that is led wins.

Cutting.—Cut for deal—high deals, cards ranking as above. Ties, recut.

Shuffling.—Either player may shuffle cards, dealer last, and dealer's opponent (pone) cuts, leaving at least five cards in each packet.

Dealing.—48-card pack—twelve cards to each, four at a time, beginning with pone. Next (25th card) is turned for trump. 64-card pack—sixteen to each, four at a time (33rd card turned for trump). If the trump turned is a 9 (48-card pack) or a 7 (64-card pack), dealer scores 10 points for it at once. The said 9 or 7, as the case may be, is called Dix (pronounced "Deece"). The balance of the pack (called the Talon) is placed face downward on the table, and the trump card is placed beside it, face upwards.

Misdealing.—Misdeal does not lose the deal. New deal by same dealer is required, as follows:

If dealer exposes a card belonging to pone or to talon, pone may require a new deal.

If, before first trick is turned down, either player is discovered to have too many cards.

If a card, faced in pack, is discovered before first trick is turned down.

If pack is found to be incorrect.

If either player exposes one of his own cards, deal must stand.

A card found faced in the talon (undealt portion of the pack) after first trick is turned, must be turned face down in its proper position in the pack.

If, before first trick is turned, a hand is found to be short of correct number of cards, pone may require a new deal, or require dealer to supply deficiency from top of pack.

Objects of the Game.—To form, during play, certain combinations of cards of counting value which are called "melds" (see Table No. 1), and to take in, on tricks, certain cards of counting value. (Table No. 2.)

Table No. 1

CLASS A

Common Marriage (K and Q of any one plain suit) . . .	20 points
Royal Marriage (K and Q of trump suit)	40 points
Royal Sequence (A, K, Q, J, 10 of trumps)	150 points
Dix (the 9 of trumps)	10 points

CLASS B

Pinochle (Q of Spades and J of Diamonds).....40 points

CLASS C

Four Jacks (1 each of the four suits).....40 points
 Four Queens (1 each of the four suits).....60 points
 Four Kings (1 each of the four suits).....80 points
 Four Aces (1 each of the four suits).....100 points

Table No. 2

Each Ace (taken in on tricks).....11 points
 Each Ten (taken in on tricks).....10 points
 Each King (taken in on tricks).....4 points
 Each Queen (taken in on tricks).....3 points
 Each Jack (taken in on tricks).....2 points

The last trick counts 10 points for player taking it.

Among the players A's and 10's each count 10 points, K's and Q's each 5 points, J's count nothing. Among others, A's 10's and K's count 10 points each, Q's and J's count nothing. This simplifies the counting of points in tricks after the hands are played out.

The Play.—Pone leads any card, and dealer plays any card on it. It is not necessary to follow suit, even if trumps, until the stock is exhausted by drawing from it. Higher card of suit led wins the trick unless trumped, when trump wins. If two cards of equal value are played to the same trick, the leader wins. Winner of trick may meld any *one* combination which he holds, but he must do so before drawing his card from the stock, by laying the cards composing such combination face up on the table. He scores for such meld immediately. Player holding nine of trumps may, upon taking a trick, exchange it for the trump card and score 10 points, but if he makes any other meld on the same trick, the 10 points for the Dix are lost.

A card used in one combination cannot be used in another combination of less or equal value if both melds are in the same class. For instance: K and Q of trumps declared as Royal Marriage may be used again in sequence, but if used in the sequence first, they cannot thereafter be scored as a marriage, the latter being a combination of less value and of the same class as the sequence. Again, if K and Q of any suit have been declared, another K or Q cannot be added to either of the cards to reform the marriage; but three other Q's or K's, each of a different suit, may be added to the Q or K to make four Q's or four K's.

Cards used in a meld, can again be used in a less or more valuable meld, in another class, i.e., the Q of Spades and J of Diamonds can be used in classes A, B and C.

After melding, if he has a meld, winner of trick draws top card from the talon (his opponent taking the next card), and leads for the next trick. The play continues in this manner until the talon is exhausted.

After the talon is exhausted, the second player on each trick must not only follow suit, but must win the trick, if possible. Holding no card of suit led, player must trump, if possible.

Neither player can meld except immediately after taking a trick, and before drawing from the talon. Only one combination can be melded for each trick taken. Cards used in melding may afterwards be led or played on tricks.

Irregularities in Play.—A lead out of turn may be taken back without penalty, if discovered before opponent has played to it; otherwise it must stand.

If either player has too many cards after the first draw, opponent has option of calling the deal off, or if continued, the player in error does not draw at the next trick. Should a player have too few cards he is to fill his hand from the talon.

If, after the talon is exhausted, a player fails to win a trick, when possible, his opponent may demand that the cards be taken back and replayed from the trick in which the error was made.

Calling Out.—Each player should keep a mental count of his score toward the end of the game, as the first one that correctly announces that he has reached 1,000 points wins the game, no matter what the other man's score may be. If he calls out when he is not out, he loses the game. A player must be in the lead to call game.

If both are 1,000 and neither has called out, the game must be continued to 1,250 points.

If a player makes a meld which is enough to put him out, it is not necessary to win another trick to make the meld good. If the 10 points for the last trick is enough to put a player out, he must call out before he picks up the trick.

Irregularities in Drawing.—If a player neglects to draw at his proper turn, his opponent will allow him to draw two cards after the next trick.

A player drawing two cards at once may put the second card back without penalty, if he has seen it he must show it to opponent.

Player drawing out of turn must put back card drawn, and if such card belonging to opponent, played in error must show his own card to opponent. If both players draw erroneously, the cards must stand.

If the loser of a trick in drawing looks at two cards, his opponent may look at two cards after the next trick, and may take into his hand whichever he chooses. If he takes the second card, he need not show it.

Should there, through error, remain only two cards in the talon besides the trump card after the next to the last trick, the winner of the last trick must take the top card, his opponent taking the trump, leaving the last card of the talon unexposed for the short hand.

Scoring.—After hands are played out, each player's cards are counted according to Table No. 2 (see Objects of the Game), and the points taken in tricks added to the scores for melds made during the progress of the game.

There are many devices made for scoring Pinochle, and it may also be scored on a sheet of paper after the method used in Cribbage.

A convenient method of scoring is with poker chips—nine blue chips representing 100 points each, four red chips, 20 points each, and two whites, 10 points each. These are arranged in a row on the table, and chips representing the proper number of points are moved forward on the table as points are made.

Example.—Suppose A and B are playing. A wins first trick, and, announcing Royal Marriage, he pushes two red chips forward. On the next trick he announces four Q's, taking back the two red chips and pushing forward one blue chip. In this way any number of points may be indicated with the chips as apportioned above.

Game.—1,000 points. If a player claims game and is found to have less than 1,000 points, he loses and opponent scores the game, no matter what opponent's score may be. If both reach 1,000 without either calling out, the game must be set to 1,250 points.

THREE AND FOUR-HAND PINOCHLE

Three-hand, use 48-card pack; four-hand, either 48 or 64-card pack. Cut for deal as in two-hand game. Four-hand, higher two are partners against lower two.

Deal in three-hand (and four-hand when 64-card pack is used) 16 cards, four at a time to each, in rotation to left, beginning with eldest hand. In four-hand game with 48-card pack, 12 cards to each. Last card is turned for trump.

Cards dealt and trump turned, eldest hand may exchange nine of trumps, if he holds it, for turned trump. If not, next player has privilege, and so on around the table until trump is exchanged, and 10 points scored for Dix. Holder of other nine may then show it and score 10. Dix is a meld in three-hand, even if dealer turns it up, and is scored with the other melds, if any, after winning a trick.

Beginning with eldest hand, each player exposes whatever melds he holds, and a note is made of their value. In four-hand partnership game, combinations can not be formed by combining cards from two partners' hands.

As all melds are made at one time in three or four-hand, they are scored as in Auction Pinochle with a Widow.

Melds are then taken back into the hand, and eldest hand leads any card. Each other player, in turn to the left, must follow suit and must head the trick (play a higher card) if he

can. Holding no card of suit led, he must trump, and if the trick has been trumped previously, he must play a higher trump, if possible. This rule compels a player to win his partner's trick if he can. If a trick is already trumped, and the player has none of the suit led, he must play a trump if he has one, even if he has no trump higher than those already played. Highest card played, of suit led, wins the trick, unless trumped, when highest trump played wins. Winner of first trick leads for second, etc., until the hands are exhausted.

If two cards of the same value are played to the same trick, the first one played is the better one.

As soon as a player takes a trick, he is entitled to score all the melds which he exposed before play. If any player takes no trick, he can score nothing for his melds. In partnership games, if either partner takes a trick, both may score their melds.

Any player exposing a card, or leading out of turn, or disclosing any information, he and his partner can not score on that deal.

1,000 points is game. If during the progress of the play, either side reaches 1,000 in tricks taken in and melds combined, game must be claimed by knocking. A player can call game at any time, whether he is in the lead or not. If he is right, he wins; if he is wrong, he loses, no matter what the opponent's score may be. If neither side calls out and both are found to be out when the tricks are counted, the game must be set to 1,250 points. One player calling out binds his partner to abide by the result.

AUCTION PINOCHLE

The same as three and four-hand game, except that no trump is turned, players bidding for the privilege of naming trump suit. Bidding starts with eldest hand and rotates to the left. Each player must bid higher than preceding bids or pass. In bidding, player names the number of points he (and his partner in four-hand game) will undertake to make. Highest bidder names trump.

When trump is named, play proceeds as in the regular game, and if bidder (and partner) makes as many points as bid, he scores all he makes, provided he wins at least one trick to make good his melds. If not, he is "set back"; the amount of his bid being deducted from his previous score. If his previous score is less than amount bid, he is said to be "in the hole," indicated by drawing a ring around his minus score.

Opponents of bidder score all they make.

1,000 points is game. There is no calling out, the bidder always having the first count. If he makes good his bid, he scores all he makes, and if that wins the game, he is out, no matter what the other side may have made.

Auction Pinochle With a Widow

This is now the most popular form of Pinochle for three or more players, and is now almost universally played.

The Pack.—48 cards, containing duplicates of the A, K, Q, J, 10 and 9 of each suit.

Number of Players.—Three active but four may form the table, the dealer taking no cards.

Rank of Cards.—A (high); 10, K, Q, J and 9 (low), in cutting or play. The nine of trumps is called Dix. If two cards of the same denomination and suit fall on the same trick, the one first played wins, if either would win it.

Cutting.—Cut for first deal—high wins, and has the choice of seats.

Shuffling.—Any player may demand the right to shuffle the pack, the dealer last.

Dealing.—Player on dealer's right cuts, leaving at least five cards in each packet. Fifteen cards are dealt to each active player, three at a time; three being laid aside, face down, for the widow after the first round. No trump is turned.

If a player deals out of turn, the deal stands and the next deal reverts to the player who should have dealt.

Misdealing.—The cards must be reshuffled and dealt again by the same dealer if any card is exposed in cutting or in dealing; if too many or too few are given to any player; if the pack is proved incorrect or imperfect; if the widow is not dealt in its proper order. (If a non-dealer exposes any of his own cards, the deal stands.)

Any player demanding the penalty for a misdeal must do so before he bids or passes.

Objects of the Game.—To score certain combinations of high cards in melds and to win tricks in play.

Bidding.—The player to the left of the dealer is eldest hand, who must make a bid of not less than 200. As soon as that bid is made each player in turn may increase it by not less than 10 points at a time until no one will go any further. Bids are made in figures for the privilege of naming the trump suit, which is not specified in the bids. A bid or a pass once made can not be raised.

The Widow.—As soon as the bidding is finished the three cards in the widow must be turned face up by the highest bidder, so that all the players can see them. He then takes them into his hand with the other cards and announces the trump suit. He then lays out three cards in place of the widow, any points in which count for him at the end of the play.

If one or more cards in the widow should be exposed through some inadvertence, before the bidding is finished, no further

bids are allowed, and the last bid made before the exposure of the widow's cards must be accepted as final.

Note.—It is important to discard before melding, as no part of the bidder's meld can be laid away.

Discarding.—If the bidder neglects to lay out for the widow before melding, he must be called upon to show his melds again after discarding. If he leads for the first trick without having discarded, his opponents may call upon him to discard before they play to the lead. If, after playing to the first trick, the widow is found to contain more or less than three cards, the opponents having their right number, the bidder's hand is foul and he loses double the value of his bid.

The Melds.—There are three classes of melds, see Classes A B and C, which are combinations of cards laid upon the table before play begins. These are all made by the highest bidder, as his opponents make no melds in this form of the game. The combination of 4 K's and 4 Q's is called "the round trip" and is scored as 240 points. When combined with the trump sequence, the two melds are worth only 350 in this form of the game, as the trump marriage is lost. In these respects melding values differ from the older forms of the game.

Incorrect melds, such as calling four Jacks, one of which is a King, must be corrected before any card is led, otherwise they stand. No meld can be made or changed after a card is led.

The highest cards in each suit count for the player who takes them in the tricks he wins. Among some players aces and tens each count 10 points; Kings and Queens, each 5 points; Jacks count nothing. Among others, aces, tens and Kings count 10 points each; Queens and Jacks count nothing. This simplifies the counting of points in tricks after the hands are played out.

The last trick counts 10 points for player taking it, so that 250 points are made in each deal by "cards," in addition to the points scored for melds.

In this form of the game it is not necessary for the highest bidder to win a trick to make his melds good, and if he has melds enough to cover his bid he scores the amount of his bid.

The Play.—The highest bidder having made his melds, the cards are taken back into the hand and he leads any card he pleases for the first trick. Each player in turn must follow suit, but if it is a plain suit, he need not head the trick. If he has none of the suit led he must trump, and if the trick is already trumped and he cannot follow suit, he must play a trump, even if he cannot beat the trump already played. If trumps are led, each player in turn must head the trick if he can. Partners must win each other's tricks in this manner. A player having neither suit nor trump can discard anything he pleases.

If duplicate cards are played to the same trick, the first one is the winner. The winner of one trick leads for the next until all are played.

Irregular Plays.—If either of the bidder's opponents leads or plays out of turn, or fails to head a trump trick, the bidder scores the full amount of his bid. If the bidder leads out of turn, there is no penalty as he gives no information to a partner.

The Revoke.—Failure to follow suit, or to head a trump trick when able to do so, is a revoke. The revoke is established the moment the card is played. If an opponent revokes, the bidder immediately scores the full amount of his bid. If the bidder revokes, he loses double the amount of his bid to each of the other players.

Irregular Hands.—After playing the first trick any player with too many cards cannot score on that deal. If the bidder's cards are right, opponents' cards must be adjusted and play resumed. If bidder wins the hand he is to be paid, if he loses he does not pay as his opponents were in error. If the bidder is in fault he loses double the amount of his bid to each of the other players.

Abandoned Hands.—After examining the cards in the widow and counting his possible melds, together with the probable points to be won in "cards," the bidder may refuse to play the hand, in which case he loses the full amount of his bid to each of the others at the table and the deal passes to the left.

Dealer.—The dealer, in a 4-hand game in which he takes no cards, may call attention to any irregularity in meld or play, provided he has not intentionally seen any cards held by any player, other than the three in the widow when exposed by the bidder. Should he, after having intentionally seen any card in a player's hand other than the exposed widow, call attention to any irregularity by the bidder, the bidder may correct the irregularity without penalty.

Scoring.—When 4 play, the dealer, who takes no cards, shares the fortunes of those opposed to the bidder. If the bidder decides to play the hand and fails to make as many points as he bid, after adding together the value of his melds, the cards laid away in the widow, and the cards won in tricks, he loses double the amount of his bid to each of the others at the table.

If the bidder plays the hand he cannot score more than the amount of his bid, no matter what he makes, so that if his melds are sufficient to cover his bid it is unnecessary for him to play for any score in "cards," as he need not win a trick to make his melds good.

Game.—Game is 1000 points. Bidder always has the first count. If the bid is not enough for game and either or both opponents reach 1,000, the first who correctly calls out wins. If the call is incorrect, he loses any score on that deal. If both are out but have not called out, or if both are out through the bidder having abandoned his hand or through having failed to make his bid, the game must be continued to 1,250; or to 1,500 if both players have a score of more than 1,250; or to 1,750 if both players have a score of more than 1,500.

SIX- AND EIGHT-HAND PINOCHLE

This is a very exciting game. In the six-hand game a Double Pinochle pack of ninety-six cards is used, dealing 15 cards to each player and six to the Widow. Partnership of two, three each.

In the eight-hand game a Triple Pinochle pack of 144 cards is used, dealing 17 cards to each player and eight to the Widow. Partnership game of four, two each.

Rules otherwise as in Auction Pinochle with Widow.

To make the game more exciting we recommend the Decuple Score with some additions:

8 Aces.....	1000
8 Kings.....	800
8 Queens.....	600
8 Jacks.....	400
Double Pinochle.....	300
Two Kings and two Queens of same suit.....	300
Double Royal Sequence.....	1500
Triple Pinochle.....	600
Three Kings and three Queens of same suit.....	600
Quadruple Pinochle.....	1200
Four Kings and four Queens of same suit.....	1200
12 Aces.....	2000
12 Kings.....	1600
12 Queens.....	1200
12 Jacks.....	800
Triple Royal Sequence.....	3000
15 of same denomination, as 15 Aces, etc.....	3000

CONTRACT PINOCHLE

The Pack.—The 48-card pack is used.

Number of Players.—Four. Two against two as partners.

Cutting.—Cut for partners and first deal. High wins and has choice of seats and packs; next highest is his partner and sits opposite him; third highest has choice of the remaining seats.

Shuffling.—Any player may demand the right to shuffle the pack, the dealer last. If two packs are used, the dealer's partner shuffles the still pack.

Dealing.—Player on the dealer's right cuts, leaving at least five cards in each packet. Twelve cards are dealt to each player, three at a time. If a player deals out of turn, the deal must be stopped before the last card is dealt, otherwise it stands as a regular deal.

After the first deal the deal passes in rotation to the left.

Misdealing.—The cards must be shuffled and dealt again by the same player if any card is exposed in cutting or in dealing; if too many or too few cards are given to any player; or if the pack is proven to be imperfect or incorrect.

Objects of the Game.—To score certain combinations of high cards in melds and to win tricks in play.

Bidding.—The dealer has the right to bid first. He may either pass or make a bid of at least 100 points. If all four players pass at the first opportunity to bid, the deal passes. In bidding, a player names the number of points that he and his partner will contract to make, together with the suit that he will name as trump, e.g., 200 Diamonds. Each player in turn may bid, double a previous bid made by an opponent, redouble a bid that an opponent has doubled, or pass. Each subsequent bid must be an increase of at least 10 points over the last previous bid. A player in bidding may specify a suit previously named by his partner, by an opponent or any other suit. A bid, a double, a redouble or a pass once named cannot be recalled. Bidding continues until there have been three successive passes.

The player who first named for his side the trump suit at which the hand is to be played is known as the contractor. The amount specified in the final bid is the contract.

A contract may be doubled by an opponent. A contract which has been doubled by an opponent may be redoubled by a member of the contracting pair. Doubling doubles the value of all points to be scored, i.e., points to be made by melds, by play or in penalties. Redoubling doubles the doubled values.

The Melds.—Melds are combinations of cards laid on the table before play begins. Melds are made only by the contractor and his partner. The opponents make no melds.

Incorrect melds, such as melding four Jacks, one of which is a King, must be corrected before any card is led, otherwise they stand.

No meld can be made or changed after a card is led.

Value of Melds.—(See Table No. 1, Pages 137-138, for the undoubled value of the respective melds.)

The combination of the four K's and four Q's is called "the round trip" and is scored as 240 points. When combined with the trump sequence, the two melds are worth only 350 as the trump marriage is lost.

Combination Melds.—Either player on the contracting side may meld a card or cards on any card or combination of cards melded by his partner, e.g., he may meld the Jack of Diamonds for Pinochle on a King-Queen of Spades melded by his partner; he may meld a King of Diamonds and a King of Clubs for 80 Kings on a King-Queen of Hearts and King-Queen of Spades melded by his partner.

Calling for Melds.—After both players on the contracting side have made all their melds the contractor may call for his partner to show any card that might complete a meld, e.g., having melded a Royal Marriage and holding the A-10 of the trump suit he may call for the trump J to complete the sequence. He may continue to call for a card as long as his partner is able to respond, e.g., having called for the trump J and having melded his sequence, he may call for the K of a suit in which he holds the Q.

When his partner fails to hold a card for which he calls, the privilege of thus calling passes to the partner. When the partner calls for a card not held by the contractor, no more cards may be called for.

Combination melds may be made on cards that are shown on call, e.g., the contractor holding the Queen of Spades, calls for the King of Spades. His partner shows the King of Spades and on this the contractor melds his Queen of Spades. If his partner holds the Jack of Diamonds, he may meld this with the Queen of Spades for pinochle.

A further example of combination melds: After the contractor's partner has put down everything that he can combine with the contractor's melds, the contractor may call for the King of Diamonds and then with it meld 80 Kings. The partner should then meld any Queens that will go with the Kings without waiting to have them called. His failure to do so is a guide to the contractor as to what possibilities for call still remain.

Points Made in Play.—The highest cards in each suit count for the contracting side if taken by them in the tricks that they win. Aces and 10's count 10 each; Kings and Queens count 5 each; Jacks count nothing.

The last trick counts 10 points if taken by the contracting side, so that 250 points may be made in each deal by "cards" in addition to the points scored for melds.

Conceding the Deal.—After the melding is completed, the contractor may, if it appears improbable or impossible that the contract will be made, concede the deal. In this case, the hand is not played out and the opponents score one-half the value of the contract on an undoubled hand, the full value on a doubled hand and twice the value on a redoubled hand.

The Play.—The contracting side having made their melds, the cards are taken back into the hands and the contractor leads any card that he pleases for the first trick. Each player in turn must follow suit, but if it is a plain suit *he need not* head the trick. If he has none of the suit led, he must trump. If the trick is already trumped and he cannot follow suit, he must also trump, although *he need not* beat the trump already played.

When trumps are led, each player in turn must head the trick if he can. Partners must win each other's trump tricks in this

manner. A player having neither suit nor trump may discard anything that he pleases.

If duplicate cards are played to the same trick, the first one is the winner. The winner of one trick leads to the succeeding trick.

Irregular Plays.—If an opponent of the contracting side leads or plays out of turn, or fails to head a trump trick, the contracting side wins the deal and scores the amount of their bid, whether undoubled, doubled or redoubled. If a member of the contracting side leads or plays out of turn or fails to head a trick, they lose the deal and the opponents score the amount of the contract.

The Revoke.—Failure to follow suit, to trump a trick when unable to follow suit and being able to trump, or to head a trump trick when able to do so, is a revoke, and immediately loses the deal. If an opponent revokes, the contracting side scores the amount of their contract. If a member of the contracting side revokes, the opponents score the amount of the contract. The revoke is established the moment the card is played.

Scoring.—The opponents score only when the contracting side concedes the deal, fails to make their contract, or in case of a penalty. They cannot meld, neither can they score points for cards taken in play.

When the contractor concedes the deal the opponents score one-half the amount of the contract (unless it is doubled or redoubled).

When the contractor plays the hand and fails to make the number of points for which he has contracted the opponents score the full amount of the contract (or the doubled or redoubled value).

When the contractor makes at least the number of points contracted for, either in melds or in melds and cards, the contracting side scores the exact amount of the contract (unless it is doubled or redoubled, in which case they score the doubled or redoubled value). Consequently, if the contracting side make the value of their contract in melds, the hand is not played out.

The side first making 3000 points wins the game.

SUGGESTIONS FOR CONTRACT PINOCHLE BIDDING

In Contract Pinochle, bidding is the essential part of the game. Partners who can correctly visualize the melding possibilities of the combined hands have a decided advantage. To aid in the exchange of information, certain conventions in bidding have arisen.

For instance, it is inadvisable to open the bidding unless the hand contains some melding possibilities. Therefore a minimum bid of, for example, 100 in Diamonds will ordinarily show a Royal Marriage in that suit and some trick taking possibilities. A bid of more than minimum, e.g., 140 Diamonds, consequently would show more than minimum melding and playing possibilities.

Bids, either as opening or subsequent bids or as assists of partner's bid, when made in multiples of 50, show a strong hand with excellent melding and playing possibilities. Examples are: An opening bid of 150 Hearts; a bid of 200 Spades over an adverse bid of 150 Diamonds; a bid of 200 Diamonds after partner has bid 120 Diamonds, etc.

A double of a low bid by an opponent, e.g., a double of a bid of 120 Diamonds, shows an Ace of that suit and some melding possibilities. If the intervening player passes, the partner of the doubler must bid.

An immediate bid in an opponent's suit, e.g., a bid of 120 Diamonds by dealer, 130 Diamonds by second player, denies the holding of an Ace of the suit, but shows considerable strength and melding possibilities in each of the other three suits. Partner should respond to this with a bid of the suit in which he has the best melding possibilities.

Doubles of bids of 300 or more are usually business doubles. They are usually made when a player holds combinations of cards that will prevent the contracting side from making some of the melds that they apparently expect to make. For example, a player might double a bid of 400 Spades when he holds both Spade Queens, two Heart A's and the Diamond King. The only possible melds now left for the contracting side are 4 K's, 4 J's (possibly 8), 5 common marriages and the two Dixes.

Gaigel

The Pack.—48 cards, two each (A, K, Q, J, 10 and 7 of each suit).

Number of Players.—Two to eight; best four-hand (two partners against other two).

Rank of Cards.—Ace (high), 10, K, Q, J, 7 (low). If two cards of the same suit and denomination are played on one trick, the card led wins.

Cutting.—Cut for deal—high deals, cards ranking as above.

Shuffling.—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Five cards to each—two, then three, or three, then two, in rotation to the left, beginning with player next to dealer on the left. Next card is turned for trump. Balance of pack (talon) is laid face down on table.

Objects of the Game.—To score 101 points (game) before opponents, as follows:

Common Marriage (K and Q of same non-trump suit) . . . 20 points

Double Common Marriage (two K's and two Q's of same non-trump suit) 40 points

Royal Marriage (K and Q of trump suit) 40 points

Double Royal Marriage (two K's and two Q's of trump suit) 80 points

Any five 7's (drawn or held by one player at one time) . 101 points

Each Ace (taken in on tricks).....	11 points
Each Ten (taken in on tricks).....	10 points
Each King (taken in on tricks).....	4 points
Each Queen (taken in on tricks).....	3 points
Each Jack (taken in on tricks).....	2 points

The Play.—Eldest hand leads any card and each player in turn to the left plays any card he chooses, not being obliged to follow suit or trump. Highest card played of suit led wins trick unless trumped, when highest trump played wins. Each player, beginning with winner of trick, takes one card from top of talon. Winner of trick leads for next, etc., until talon is exhausted. Player holding seven of trumps may exchange it for turned trump as soon as he takes a trick. During the play, marriages and five-seven combinations (see Objects of the Game) may be declared, according to the following rules:

Only one marriage can be declared at one time, and only after player (or partner) takes a trick and before drawing from the talon.

Marriages must be exposed so that all can see them.

Two *single* marriages cannot be declared in the same suit, even at different times. A second marriage, one being scored in that suit, is worth nothing.

When the talon is exhausted, all melding ceases, and thereafter each player must not only follow suit, but must play a higher card of suit led than any previously played on that trick. Holding no card of suit led, player must trump, and if the trick has already been trumped he must play a higher trump if possible. Failure to do so when possible forfeits game to opponents.

Scoring.—Mental count is kept of points made by taking in counting cards on tricks. Points made by melds (see Objects of the Game) are recorded on score sheet as soon as made. When a player (or side) reaches 101 points, he must cease playing and knock on the table, signifying that he has won the game. Before game is claimed, no player is allowed to examine any trick but the last trick turned down, under penalty of forfeiting game to opponents. If a claim of "game" is questioned by an opponent, disputed player's (or side's) tricks are immediately turned over, and the points therein counted. In counting, marriages take precedence over all other scores.

A Gaigel counts two games (202 points) and consists of:

1. Scoring 101 points before opponents have won a trick.
2. When five 7's are held before opponents have won a trick.
3. When an opponent claims to be out, and it is proved he is in error.
4. When opponents play again after reaching 101.
5. When opponents refuse privilege of recounting the current trick, or when they mix the cards before the count is settled.
6. When an error is claimed and claim proved unfounded, the disputing players suffer a Gaigel.

Sixty-Six

The Pack.—24 cards (A, K, Q, J, 10 and 9 of each suit).

Number of Players.—Two.

Rank of Cards.—A (high), 10, K, Q, J, 9 (low).

Cutting.—Cut for deal—high deals, ace being highest card.

Shuffling.—Either player may shuffle, dealer last, and dealer's opponent cuts, leaving at least five cards in each packet.

Dealing.—Six cards to each—three at a time, alternately, beginning with pone (dealer's opponent). Thirteenth card is turned up for trump and laid face up beside remainder of pack (talon).

Objects of the Game.—To count 66 by winning, on tricks, certain cards of counting value, and by forming, during play, certain combinations of cards. (See Scoring.)

The Play.—Pone leads any card. Second hand need not follow suit. Highest card played of suit led wins trick, unless trumped, when trump wins. Winner of trick draws one card from top of talon (his opponent taking the next card) and leads for second trick. Either player holding the nine of trumps may exchange it for trump card at any time, provided he has previously won a trick. If the nine is the last card in the talon, however, player drawing it must keep it. Marriages (see Scoring) are announced by showing cards composing it and leading one of them. The pone may declare a marriage on his first lead, but he cannot score it unless he wins the trick, or some subsequent trick. Marriages can be announced only in leading them; but a player may show a marriage without leading it if it makes his score 66 or more.

Play continues as above, each player playing and drawing in turn. When the talon is exhausted or closed, players on each trick must follow suit, but are not obliged to win the trick. Having no card of suit led, he may trump, or throw off a card of another suit. Marriages may still be announced and scored during play of last six cards.

Closing.—Either player may *close* when he has the lead, either before or after drawing, by turning down trump card. Thereafter no cards are drawn from talon, and cards in the hands are played, subject to the same rules as the play after talon is exhausted, except that last trick does not score 10. (See Scoring.) Eldest hand, having the lead, may close before a card has been played.

If either player announces, during play, that his score is 66 or more, the play immediately stops for that deal, and the game is considered "closed."

Scoring.—Scoring points are made by scoring the following ways:

Marriage in trumps (K and Q announced)	40 points
Marriage in any other suit (K and Q announced)	20 points
Each Ace (taken in on tricks)	11 points
Each Ten (taken in on tricks)	10 points
Each King (taken in on tricks)	4 points
Each Queen (taken in on tricks)	3 points
Each Jack (taken in on tricks)	2 points

Winner of last trick (after talon is exhausted) scores 10 points. Player who first reaches 66, scores 1 game point. If one reaches 66 before opponent gets 33, he scores 2 game points; if before opponent gets a trick, he scores 3 game points. If, after a hand is played out, neither player has scored 66, or both have scored 66 or more without announcing it, neither scores in that hand, 1 point being added to the score of the winner of the next game which is decided.

If a player closing gets 66 or more, he scores the same as if the game had been played out. If he fails, his opponent scores 2 points. Should a player close before his opponent has taken a trick, and fail to score 66, his opponent scores 3 points.

During the play, either player may claim to have reached 66. If his claim is correct, he scores as though the hand were played out. If not, his opponent scores 2 in any case or 3 if he had not taken a trick at the time his opponent closed. The player must "close" before claiming 66.

Game.—Seven game points scored as above is game.

THREE-HAND SIXTY-SIX

The same as two-hand game. Dealer takes no cards, the two other players only participating in the play. Dealer scores as many points as are won on his deal by either of the players. If neither scores 66, or both score 66 or more but fail to announce it, dealer scores 1 point and active players nothing.

Game.—Seven points. A dealer cannot score enough to win game. His 7th point must be won when he is an active player.

FOUR-HAND SIXTY-SIX

Use 32-card pack (A, 10, K, Q, J, 9, 8 and 7 of each suit).

Eight cards are dealt to each player—three, then two, then three, in rotation to the left, beginning with eldest hand. Last card is turned for trump and belongs to dealer.

Eldest hand leads, and each succeeding player in turn must not only follow suit, but must win the trick if possible. Having no card of suit led, player must trump or overtrump if he can.

There are no marriages, but scoring points for cards are same as in two-hand, and winner of last trick scores 10 points. After hand is played out, side counting 66 or more, but less than 100, scores 1 game point; over 100 and less than 130, 2 points; if they take every trick (130), 3 points. If both sides have 65, neither scores, and 1 point is added to the score of winners of next hand.

Game.—7 points. In some localities the ten of trumps counts 1 game point for side winning it in addition to its value as a scoring card. If one side has 6 game points and wins ten of trumps on a trick, such side scores game immediately.

AUCTION SIXTY-SIX

Instead of turning up the trump, as in the ordinary game of sixty-six, it is bid for. The short pack, 24 cards, is used, all below the nine being deleted. There are four players, who cut for partners, the two higher pairing against the two lower, partners sitting opposite each other. The lowest cut deals the first hand. Six cards are given to each player, three at a time. No trump is turned.

The player to the left of the dealer has the first bid. He may pass, bid that he will play, that he will make 90, or 100, or 120. Each player in turn must bid higher or pass. A higher bid must be accepted or refused by the player who has already bid. If the bid is accepted, the player making the highest bid names the trump. If the bid is refused the player who refuses it is assumed to have bid an equal amount, in which case he has the privilege of naming the trump. A player whose bid has been refused may make a still higher bid or bids (up to the limit of a bid to take all the tricks) which bid or bids must in turn be accepted or refused.

To illustrate:—"A" deals. "B," the player on dealer's left, bids 90. "C" passes. "D" bids 100. "A" passes. If "B" accepts "D's" bid, this is the highest bid and "D" names the trump. "B" however, may refuse to accept "D's" bid and bid himself. It is then necessary for "D" to overbid "B" in order to name the trump. Even though "D" bids to take all the tricks, "B" can refuse this bid and bid to take all the tricks himself, and thereby name the trump.

A player may bid and play a "lone hand" (without any partner). If he succeeds he wins double. If he loses he loses double.

Cribbage

(Two-Hand—Six-Card.)

The Pack.—Full pack, 52 cards.

Number of Players.—Two or three; or four as partners. Best two-hand.

Rank of Cards.—K (high), Q, J, 10, 9, etc., to A (always low).

Cutting.—Cut for deal—low deals, ace being lowest card.

Shuffling.—Either player may shuffle, dealer last, and dealer's opponent (pone) cuts.

Dealing.—Deal six cards to each, one at a time, alternately, beginning with pone. Loser of game deals the next hand.

Misdealing.—The following are misdeals, the penalty for which is 2 points (scored immediately by opponent):

1. Failure to have pack cut.
2. Dealing a card incorrectly, and failing to correct the error before dealing another card.
3. Exposing a card while dealing.
4. Dealing too many or too few cards to either player.

In case of misdeal, pone may require new deal by same dealer.

In first three cases, pone must decide before looking at his cards, whether or not to have a new deal.

If dealer has incorrect number of cards, pone may say whether or not the deal stands, even though he has looked at his hand. If deal stands, and dealer has too many cards, pone may draw superfluous cards from dealer's hand and place them on the top of the pack, looking at them if dealer has seen them; if too few, dealer supplies deficiency from the top of pack. If pone has too many or too few cards he must say whether or not the deal is to stand, before looking at his cards. If the deal stands, and pone has too many cards, he may replace superfluous cards on the top of pack; if too few, he may request dealer to supply the deficiency from the top of pack.

If a card is faced in pack, there must be a new deal by same dealer.

If pack is found to be incorrect, there must be a new deal by same dealer, but previous scores made with incorrect pack are not affected.

Deal out of turn may be stopped at any time before pone takes up his cards. Player in error is penalized 2 points (scored immediately by opponent). After pone has taken up his cards, deal out of turn must stand, without penalty.

The Crib.—Deal completed, each player discards two cards from his hand face down. These cards constitute the "Crib," and belong to the dealer. Nothing is done with them until the hands are played out, when dealer scores any points contained in the crib, combined with the *starter*.

The Starter.—After discarding, pone cuts pack and dealer turns the top card of bottom packet (called Starter) face up on reunited pack. Starter is not used during play of hands, but is counted with each hand and the crib on the final count. (See Counting the Hands.) If starter is a jack (called His Heels) dealer scores 2 points immediately. These points must be scored before dealer plays a card, otherwise he cannot score them.

Objects of the Game.—To form various counting combinations, such as pairs, triplets, fours, sequences and fifteens, as explained under "Points in Play," and "Counting Hands and Crib." These combinations may be formed by the fall of the card in play, or may be held in the hands and crib, combined with the *starter*.

The Play.—After starter is turned, pone plays any card from his hand face up on the table immediately in front of him, and announces its numerical (or pip) value. (All kings, queens and jacks are announced as tens, and all other cards according to the number of spots.) Dealer then plays a card immediately in front of him so as to keep his card separate from pone's, and announces the sum of his card and the one already played. The play continues alternately in this manner, the value of each card played being added to that of those already played, and the sum being announced, provided, however, that the sum of the cards played must not exceed 31. If, on his turn to play, either player has no card which will play within the sum of 31, he announces a "*go*"—signifying "Go on and play, as I cannot play further." The other player, if he can do so, continues to play until he reaches 31, or can play no further. If he cannot play, he so states.

The Go.—The player who approaches most nearly to 31, during the play, scores 1 point; if he reaches exactly 31, 2 points.

If the last card, that can be played, makes 15, it scores 3 points—fifteen—2 and 1 for "*go*."

When 31 has been reached, or a "*go*" declared and pegged, each player turns the cards he has played face down immediately in front of him, and the player whose next turn it is begins to play again exactly as before, from the remaining cards in his hand. Starting the count afresh this manner of play is continued until hands are played out. In no event can a card be played that will make the total exceed 31. The players must always play alternately, except when one player has called a "*go*" and the other can still play one or more cards.

Points in Play.—During the play the following points can be made and scored:

Fifteen.—If a player plays a card which makes the numerical value of the cards played exactly fifteen, he scores 2 points, announcing "Fifteen-two."

Pairs.—If either plays a card which makes a pair (*i.e.*, is of same denomination as last card played, as two fours or two jacks), he scores 2 points.

Triplets, Threes or Pairs Royal.—If, after a pair has been made, another card of the same denomination is immediately played (if no 31 or pegged go intervenes) the player of the third card scores 6 points for three pairs. (Thus, Q H, Q C, and Q S. The Q H and Q C are one pair; Q H and Q S another, and Q C and Q S the third.)

Fours, Double Pairs or Double Pairs Royal.—If, after a pair royal has been made, the fourth card of the same denomination is immediately played (if no 31 or pegged go intervenes), the player of such fourth card scores 12 points for 6 pairs. (Thus, the four 2's—2 H and 2 D are one pair, 2 H and 2 C a second, 2 H and 2 S a third, 2 D and 2 C a fourth, 2 D and 2 S a fifth, 2 C and 2 S a sixth.)

Sequences or Runs.—When three or more cards, all in numerical sequence, are played, the player of the last card counts 1 point for each card in the sequence, even though they are not played in numerical rotation. (Thus, 6-8-7 is a three-card sequence the same as 6-7-8.) This run of three scores 3 points. If a fourth card in sequence be added, it scores 4 points, in addition to the previous 3. Ace being low, Q K A is not a sequence.

An Intervening Card or Duplicate "breaks" the sequence; thus, 5-4-3-3. The 5-4-3 is a sequence of three cards, but the second 3 is not in sequence because the first 3 breaks it. All sequences must come within the limit of 31, and cannot continue after a 31 or a "go" is announced and pegged.

Note.—Pairs, triplets, fours and sequences may be formed by the opponents playing alternately, and also by cards played from one hand (within the limit of 31) after the other player has declared a "go."

Example of Playing and Scoring.—A plays a 4; B a 5, announcing 9; A, 3, announcing 12, with a run of 3 (scoring 3 points); B, 3, announcing fifteen-two and a pair (of 3's), 4 points; A, 3, announcing 18, with a pair royal, 6 points; B, 7, announcing 25. A has only a 9 and calls "go." B plays 6, announcing 31, 2 points. The cards are turned and A plays 9, with 1 point for last card.

After the cards are played out, each player takes up his hand and counts all points it contains, in combination with the "starter," pone counting first. After counting his hand, dealer counts all points in his crib, combined with the starter. All points are scored as soon as counted.

Counting Hands and Crib.—Points scored in the hands and crib are as follows (starter being used as if it were part of the hand or crib, so that five cards are counted together):

Pair, as described under Points in Play.....	2 points
Triplets (Pairs Royal).....	6 points
Fours (Double Pairs Royal).....	12 points
Three-card sequence.....	3 points
Each additional card in sequence.....	1 point
Fifteen, as described under Points in Play.....	2 points
His Nobs (jack of trumps) in hand or crib.....	1 point
(His Heels scores 2 points when jack is turned as starter.)	

Double run of three (a three-card sequence with a pair to one of the three cards) counts two runs of three and a pair, 8 points.

Double run of four (a four-card sequence with a pair to one of the four cards) counts two runs of fours and a pair, 10 points.

Triple run consists of triplets with two other cards in sequence with the triplet, making three three-card runs (9 points), and triplets, 6 points, or 15 points.

Quadruple run consists of two pairs and a card in sequence with both, counting four three-card runs (12 points) and two pairs 4 points, 16 points.

To count pairs, lay 3 cards in form of a triangle, then each side will make a different pair, 6 points. Lay out 4 cards in a square, then each side and each diagonal will make a different pair, 12 points.

There are six pairs or four triplets in four of a kind. Thus 4 sevens and an ace score 15-12 and fours (6 pairs) 12, total 24 points. Four fours and a Trey score 15-8 and fours (6 pairs) 12, total 20 points.

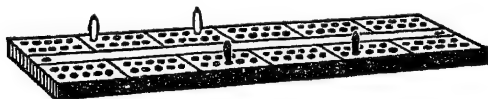
By combining pairs with runs or fifteens, high counts are made. Example: In 4 fives and a ten, there are 6 pairs, worth 12, and 8 fifteens, worth 16 more, total 28. The fives themselves, taken 3 at a time, and then each five with the ten.

Four-card Flush—Four cards of one suit in hand only (not crib), 4 points.

Five-card Flush—Four cards in hand or crib of same suit as starter, 5 points. The crib is not a flush unless the starter is the same suit.

Starter is not used in playing the hands, but only in counting the hands and crib after the play.

Scoring.—Points are scored as they are made on a "pull-up" board or a board with four rows of holes, 30 holes to a row and one extra hole at each end between the four rows. (See Cut) called *Home* or *Game* holes.



Starting Point

The board should be placed horizontally between the players, and each should start from the same end, pegging parallel with each other down the outside edge and up the inside to home. Four pegs, two for each player, usually of different colors, are used for scoring. The first points made on either side are marked with a peg in its proper hole from the starting point, each hole counting 1 point. When the second count is made, instead of counting with the peg first used, count with the remaining peg, after which always peg holes by moving the *rear* peg ahead of the other.

If a cribbage board is not available, each player may use a piece of paper or cardboard, marked thus:

Units.....	1	2	3	4	5	6	7	8	9	10
Tens.....	1	2	3	4	5	6	7	8	9	10

Two small markers are used (as small coins or buttons) for counting in each row.

Game.—Game consists of 61 or 121 points. If winner reaches 61 before his opponent gets 31; or 121 before his opponent gets 91, it is a "Lurch" and scores as two games won.

Muggins.—Should a player neglect to peg the full value of his hand, crib or play, his adversary who first discovers it, may add the neglected points to his own score, calling out Muggins, then pointing out the omission.

CRIBBAGE SCORES

1 - 1 - 2 - 2 - 3 = 16	5 - 5 - N - J - J = 21
1 - 2 - 3 - 3 - 3 = 15	2 - 6 - 7 - 7 - 8 = 16
1 - 4 - 4 - 4 - 10 = 12	6 - 7 - 8 - 9 - 9 = 16
2 - 3 - 4 - 4 - 4 = 17	3 - 3 - 6 - 6 - 6 = 20
2 - 2 - 3 - 3 - 4 = 16	3 - 3 - 3 - 4 - 5 = 21
2 - 3 - 3 - 3 - 4 = 17	1 - 1 - 7 - 7 - 8 = 12
3 - 3 - 4 - 4 - 5 = 20	3 - 3 - 3 - 6 - 6 = 18
3 - 4 - 4 - 4 - 5 = 17	3 - 3 - 6 - 6 - 9 = 14
3 - 4 - 4 - 5 - 5 = 16	5 - 5 - 5 - N - J = 23
3 - 6 - 6 - 6 - 6 = 24	5 - 5 - 5 - 10 - 10 = 22
4 - 4 - 5 - 6 - 6 = 24	1 - 4 - 4 - N - 4 = 13
4 - 5 - 5 - 6 - 6 = 24	5 - 5 - 10 - N - Q = 18
4 - 5 - 6 - 6 - 6 = 21	3 - 3 - 3 - 3 - 9 = 24
5 - N - 5 - 5 - 5s = 29	4 - 4 - 4 - 4 - 7 = 24
5 - 5 - 5 - 5 - 10 = 28	1 - 7 - 7 - 7 - 7 = 24
5 - 5 - 10 - J - Q = 17	4 - 4 - 4 - 7 - 7 = 20
6 - 6 - 9 - 9 - 9 = 20	4 - 4 - 7 - 7 - 7 = 14
6 - 9 - 9 - 9 - 9 = 20	3 - 3 - 4 - 5 - 5 = 20
6 - 6 - 7 - 7 - 8 = 20	1 - 1 - 6 - 7 - 7 = 12
7 - 7 - 7 - 8 - 9 = 21	2 - 6 - 6 - 7 - 7 = 12
7 - 7 - 7 - 8 - 9 = 20	7 - 7 - 7 - 1 - 1 = 20
7 - 8 - 8 - 8 - 8 = 20	3 - 4 - 4 - 4 - 4 = 20
7 - 7 - 8 - 8 - 9 = 24	5 - 5 - 5 - 4 - 6 = 23
7 - 8 - 8 - 9 - 9 = 20	1 - 1 - 6 - 7 - 8 = 13

N—His Nobs.

S—Starter.

19-25-26 and 27 are impossible hands.

THREE-HAND CRIBBAGE

Deal and crib are originally cut for, after which both pass to the left in rotation.

Deal five cards to each player; one card to crib, to which each player contributes one card from his hand, making four cards in each hand and in the crib.

Points are scored on a board of triangular shape, containing three sets of holes of sixty each with the sixty-first, or game hole. Each player is furnished with pegs, and the points are counted in the usual manner.

Three-hand Cribbage is subject to the same laws as two-hand game.

FOUR-HAND CRIBBAGE

Two are partners against two. Before play, one player from each side is selected to manage the score, and the board is placed between them. The other two are not allowed to touch the board or pegs, though each may prompt his partner.

Deal five cards to each, one at a time in rotation to the left.

Deal passes to the left.

Each player lays one card from his hand, face down, for the crib, which belongs to dealer.

Dealer's left-hand adversary cuts for starter.

Play proceeds around to the left, as does the counting of the hands, dealer counting and scoring his hand last.

Sequences made in play are reckoned by the order in which the cards fall, not by the cards in sight. If A plays a 6, B a 7, C a 4 and D a 5, D pegs a run of four. But if A says "go" and B plays a 7, there is no run for B, although a run shows face up, because the order of the cards, going backward, is 7 5 4 7 6, and the duplicate 7 stops B from getting back to the 6 to make his run.

Game.—121 points.

GENERAL RULES FOR CRIBBAGE

Cutting.—Players cut for the first deal of all, low winning. After that, loser of each game deals first for the next game.

Shuffling and Dealing.—Each player may shuffle the cards, dealer last.

Dealer must permit right-hand adversary to cut cards before dealing.

If dealer gives out two cards at once, he may rectify it if he can do so by moving one card only; otherwise a fresh deal is necessary and his adversaries mark two holes each.

If dealer exposes one of his own cards there is no penalty; but if he exposes one of adversary's, adversary scores 2 points, and may demand a new deal prior to looking at his hand. If a card is exposed through any fault of adversary, dealer scores 2 points and dealer may deal again. A card faced in the pack (discovered while dealing) requires a new deal.

If dealer does not give sufficient cards to any player, such player counts 2 points, and may demand a new deal, or may fill his hand from top of pack.

There is no penalty if a player announces a wrong number as the total of the cards, providing he does not peg an erroneous 15

or 31. If the following player does not correct the announcement but plays to it, the error cannot be rectified.

FIVE-CARD CRIBBAGE

In this variation, for two players, only five cards are dealt to each player, one at a time, and two are laid out for the crib, so that three only are left for play.

The non-dealer on the first hand in each game pegs 3 points for "last," to compensate for the advantage of the deal.

When either side reaches 31, or says "go," the play stops, the score for 31 being two holes, for "go," only one hole.

Hands and crib are then shown and pegged as in the six-card game.

SOLITAIRE CRIBBAGE

This is played by one player to see how many points he can score.

The individual player takes a full pack of fifty-two cards, shuffles and cuts, dealing three cards to his hand, then two to crib, then three more to the hand. Taking up the six, he selects the four best scoring cards, the other two to the crib; then turns up the starter. There is no play, the hand and crib are scored on a regular cribbage board. The starter is then placed at the bottom of the pack. The play is then repeated until there remains only four cards in the pack which are turned face up and scored as a hand.

When two or more play, each plays his own individual pack, but keeping level with the opponent's deals.

Hearts

The Pack.—Full pack, 52 cards.

Number of Players.—Two to six players; best four-hand, as described below. (For two, three, five, six-hand; Domino Hearts, Auction Hearts, Heartsette, Joker Hearts, see those games following Hearts.)

Rank of Cards.—Ace (high), K, Q, J, 10, etc., to 2 (low).

Cutting.—Cut for deal—low deals. Deuce being lowest card.

Shuffling.—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Deal thirteen cards to each, one at a time, in rotation to the left, beginning with eldest hand. Deal passes to the left.

Misdeal.—A misdeal loses the deal. The following are misdeals.

1. Failure to offer pack to be cut.
2. Dealing a card incorrectly, and failing to correct the error before dealing another card.

3. Discovery, before the first trick is turned, that any player has incorrect number of cards.

4. Exposing a card in dealing.

If pack is found to be imperfect, a new deal is required by same dealer.

Object of the Game.—To win, on tricks, as few hearts as possible.

The Play.—Eldest hand leads any card, and each succeeding player in turn to the left must follow suit, if possible. Holding no card of suit led, player may discard a card of another suit. Highest card played of suit led wins the trick. Winner of first tricks leads for second, and so on, until the hands are played out. The hearts taken by each player are then counted and settled for, and cards are bunched for a new deal.

Errors in Play.—A player is compelled to take last trick if he fails to play to one trick and plays to the next; or if during the hand, player is found to have too few cards, the other hands being correct.

All cards which are shown on the table face up or held in the hand so that partner can see any portion of the card face, except cards played regularly to tricks or those taken back after having been played to an erroneous lead, are *exposed cards*. Exposed cards must be laid face up on the table, liable to call of adversaries. If, when an adversary calls an exposed card, another card is led or played, such other card becomes an exposed card and is liable to call. A card cannot be called when to play it would constitute a revoke (see Revoke). If exposed card or cards can be used in the regular course of play, no penalty remains.

Player leading out of turn must take card back unless all have played to it, in which case lead stands. Card led out of turn is exposed and subject to call, and on his next turn to lead, player may be compelled by next player to his right to lead or not to lead hearts.

A card played out of turn must be taken back, and left-hand adversary may compel player in error, when his proper turn comes, to play his highest or lowest of suit led, or not to discard a heart. If leader for the trick was left-hand adversary of offending player, either he or player whose proper turn it was to play may enforce the penalty.

If a player fails to follow suit when able to do so, he "revokes." A revoke may be corrected if discovered before the trick is turned otherwise the hands are played out, and if revoke is discovered, revoking player must settle for all others, if a player other than himself wins. If he wins, he must put up the chips won for a *jack*. If two players revoke, each must pay the penalty as if he alone were in error. If revoking player wins with another,

he must settle all losses, and put up his share of the winning for a jack.

Scoring.—A Simple Method.—After hands are played out, each player puts up one counter for each heart he has taken and player taking fewest hearts wins them all. If two or more players take a like number of fewest hearts, they divide, odd counter remaining in pool for next deal.

Sweepstakes Method.—Each player puts up one counter for each heart he has taken. If one player takes no hearts he wins the pool; if two players take no hearts, they divide the pool, leaving odd counter up for next deal. If each player takes at least one heart, or if one player takes them all, the pool is not won on that hand, but remains to be added to succeeding pools until it is won. The pool is then known as a *jack*.

Howell Method.—Each player puts up for each heart he has taken as many counters as there are players besides himself in the game. He then takes out of the pool as many counters as the difference between the total number of hearts in play (thirteen) and the number of hearts he took on that hand. This does away with jacks.

Game.—Each deal is a game in itself, though by agreement this may be changed. Each player may begin with an equal number of counters, and first player losing all his counters is considered the loser; or first player winning an agreed number of counters wins the game.

DOMINO HEARTS

Use 52-card pack, without joker.

Three to seven may play; best four or five-hand.

Deal six cards to each—one at a time—in rotation to the left, beginning with eldest hand. Place remainder of pack (talon) face downward on table.

Eldest hand leads, and each player in turn must follow suit if possible. Having no card of suit led, player must draw one card at a time from top of talon in regular order until he draws a card of suit led, or until talon is exhausted. After talon is exhausted, player holding no card of suit led may discard a card of any suit. Highest card played of suit led wins trick. Winner of first trick leads for second, and so on, until the cards in talon and hands are exhausted, when the hearts taken by each player are counted and cards are bunched for new deal.

Any player playing out all the cards in his hand retires from the play for the remainder of that hand. Should a player win a trick with his last card, next active player to his left leads for next trick. If all but one player play out all their cards before talon is exhausted, the hearts remaining in talon and such player's hand are counted against him. If all the active players play out on the same trick, the remaining hearts in the talon (if any) are counted against player who last plays on that trick.

Domino Hearts may be scored under any of the methods used in the regular game. Or the hearts taken by each player on each deal may be scored against him, and the first player taking a certain number (usually thirty-one) is loser of the game. Player having fewest number of hearts scored against him at this time is winner.

AUCTION HEARTS

The same as the regular game of Hearts, except that players bid after the deal for the privilege of naming the suit to be avoided. In bidding, player names the number of counters he will put up as a pool, if allowed to name the suit. Bidding begins with eldest hand, and rotates to the left, each player being allowed one bid only. Each player must bid higher than all preceding bids or must pass.

Highest bidder puts up pool and names suit. He leads first, and thereafter play proceeds as in the regular game.

When the hands are played out, each player adds one counter to the pool for each card he has taken of the forbidden suit. Player taking no card of forbidden suit, wins pool; if two players take no card of forbidden suit, they divide the pool, leaving odd counter, if any, for next pool, which is a *jack*, as at sweepstakes. If more than two players take no card of the suit, or one player takes all thirteen, or each player takes at least one, no player wins. The deal passes, and successful bidder on original deal names suit to be avoided, without bidding. The play proceeds as before, and at the end of the play of the hand each player puts up a chip for each card of forbidden suit he has taken. If no player wins on this deal, a new deal ensues, and so on, until the pool is won.

HEARTSETTE

When three or four play, omit two of spades; more than four, use full pack.

Deal—three-hand, sixteen cards; four-hand, twelve cards; five-hand, ten cards; six-hand, eight cards to each player, one at a time, in rotation to the left, beginning with eldest hand. The remaining cards are left face downward on the table and are called "Widow."

The play is the same as in the regular game, except that winner of first trick must gather in the widow with the trick, and all hearts contained therein count against him. He, alone, is allowed to examine the widow.

JOKER HEARTS

Played the same as the regular game, except that joker is added and two of hearts omitted from the pack. Joker ranks between the ten and jack of hearts, and wins any trick in which it is played, unless a higher heart is played, in which case the higher heart wins, regardless of the suit led. Holder of joker must follow suit to hearts, if they are led; but he need not follow

suit to anything else if he can get rid of the joker instead. If he plays the joker on a plain suit, he wins the trick, unless there is a heart higher than the ten on the same trick.

In scoring, joker counts as 5 hearts. If player to whom it is dealt takes it, he adds five counters to the pool, but if another player takes it, he pays five counters to the player to whom it was dealt.

BLACK JACK

A variation of Hearts, in which the jack of spades (Black Jack) counts as 10 hearts, but still retains its rank as a spade. Holder of it must follow suit to spades. If a suit is led of which player has no card, he may discard the spade jack, and the player winning the trick must count the jack as equal to ten hearts.

BLACK LADY

The same as Black Jack, except that the queen takes the place of the jack of spades. The queen retains its original rank as a spade and is worth thirteen hearts.

SPOT HEARTS

A variation in which the various hearts are settled for according to their denominations, ace being worth 14 counters, king 13, queen 12, jack 11, and the others worth their spot value, *i.e.*, tens 10, nines 9, etc.

NEW YORK HEARTS

(See Page 190)

The Four Jacks

The Pack.—32 cards, which rank—A (high), K, Q, J, 10, 9, 8, 7 (low). There is no trump suit.

Number of Players.—Four to seven. When five or six play, the black sevens are thrown out. When seven play, the dealer takes no cards.

The Deal.—When four play, cards are dealt three-two-three at a time, eight cards to each. When five play, six cards to each, three at a time. When six or seven play, five cards to each, three-two at a time.

Objects of the Game.—The aim of the players is to avoid taking in any tricks containing jacks. For each jack taken in the player loses a point, and for the spade jack, 2 points. The first to lose 10 points is out, and pays the stakes on the result. It is usual to make the loser pay for each point the others still have to go.

The Play.—The eldest hand leads any card he pleases and the others must follow suit if they can, but no one is obliged to head the trick. The highest card played, if one of the suit led, wins the trick, and the winner leads for the next trick. Any player having none of the suit led may discard a jack if he has one, or any other dangerous card, just as at Hearts.

Seven-Up

(All Fours or Old Sledge)

The Pack.—Full pack, 52 cards.

Number of Players.—Two or three players, as individuals; or four (partners, two against two).

Rank of Cards.—Ace (high), K, Q, J, 10, etc., to 2 (low).

Cutting.—Two and three-hand—cut for deal and choice of seats. High deals and has choice of seats. Four-hand—cut for partners, choice of seats and deal. Higher two play against lower two. High deals and has choice of seats. Ace is high in cutting.

Shuffling.—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Beginning with eldest hand, deal six cards to each, three at a time, in rotation to the left. Turn next card for trump. Deal passes to left.

Misdealing.—Card faced in pack, or pack found to be imperfect, requires new deal by same dealer. Dealing wrong number of cards, or failure to offer pack to be cut, forfeits deal. Exposure of a card in dealing gives opponents right to demand new deal by same dealer or to let the deal stand.

Objects of Game.—To hold in hand highest and lowest cards in play; to turn the jack of trumps or take it in a trick; to take in tricks, cards which count for game. (See Scoring.)

The Play.—**Making the Trump.**—After cards are dealt and trump turned, eldest hand may either "stand" or "beg." If he is satisfied with the trump turned, he stands, and play begins at once. If he begs, dealer must either give him 1 point to let the trump stand, or must deal three more cards to each player and turn a new trump. Original turned trump is discarded face up on the table. If second turned trump is same suit as the first, dealer must give each player three more cards and again turn trump. This is called "running the cards," and continues until a card of another suit is turned for trump or the pack is exhausted. In latter case, cards are bunched and again dealt by same dealer. Last card of pack cannot be turned for trump. No player but eldest hand and dealer may look at his cards until first trump turned has been decided for or against. Dealer cannot give a player enough to put him out.

In a three-hand game a second "beg" is not allowed. In a two-hand, a player not satisfied with his cards may suggest that the cards be "bunched" and if agreed by opponent, the cards are reshuffled and dealt by the same dealer.

Some authorities advise discarding all but six cards after the cards have been run, in order to rid the hands of superfluous worthless cards.

Leading, Etc.—The trump decided, the player to the left of the dealer leads any card he pleases. If this is a trump, each

player in turn to the left must follow suit if he can. If it is not a trump he need not follow suit, even if able to do so, if he prefers to trump, but he must do one or the other. If he has none of the suit led he may trump or discard at pleasure. Highest card played, if of the suit led, wins the trick if not trumped. The winner of each trick leads for the next.

Scoring.—Scoring points are high, low, jack and game, which score in the following order of precedence:

High—Highest trump in play—counts 1 point for player to whom it is dealt.

Low—Lowest trump in play—counts 1 point for player to whom it is dealt.

Jack—Jack of trumps—counts 1 point to player taking it in a trick, or to dealer turning it for trump. If, in running the cards, jack of same suit as original trump is turned, it does not count.

Game—Counts 1 point for player whose cards, taken in tricks won by him, figure the highest; tens counting 10 each; aces, 4 each; kings, 3 each; queens, 2 each, and jacks 1 each. In case of tie in counting game, the non-dealer scores it. In three-hand, should the tie be between two non-dealers, game is not scored.

If eldest hand "begs," and dealer "gives," 1 point is scored for eldest hand independent of the above points. In three-hand, both non-dealers score the point for "gift."

Revoke.—If a player fails to follow suit or trump, having a card of suit led, he revokes.

Revoke Penalties.—If jack is not in play, and a player revokes, he cannot score for game if he makes it, and adversary (or both adversaries in three-hand) score 1 point penalty for the revoke. Game may be scored by adversary (or either adversary in three-hand) if he makes it.

If jack is in play, and a player revoke, he cannot score either jack or game, even if he makes them. Adversary, or both adversaries in three-hand, score 2 points for revoke. Either game, or jack, or both, may be scored by adversary (or either adversary in three-hand) if he makes them.

Game.—Game consists of 7 or 10 points, as agreed.

In case two players make enough points to score out in the same hand, the points are scored in the following rotation, and player who first scores out wins game. First, high; then low; then jack; then game.

Example.—Four playing, 7-point game. A needs 1 point and B 3. B scores high, then low; A then scores jack, which wins. Even though B has game, he cannot score it.

If dealer needs but 1 point to win game, and turns a jack, he wins.

CALIFORNIA JACK

A variation of Seven-up for two or four players. Deal same as Seven-up and turn remainder of pack face up. Top card

indicates trump suit (or cards may be cut for trump suit before the deal).

Eldest hand leads, and winning of first trick takes the top card from pack, and each player to left in turn takes one card. Winner of one trick leads to next, etc., until cards in pack and hands are exhausted.

Points count same as in Seven-up except that low counts for player or side winning it in a trick. Ten points is game.

SHASTA SAM

A variation of California Jack, in which the pack remains face down instead of face up. The trump is determined by cutting before the deal.

Auction Pitch—Set Back

The Pack.—Full pack, 52 cards.

Number of Players.—Four to seven. Best four or five-hand.

Rank of Cards.—Ace (high), K, Q, J, 10, etc., to 2 (low).

Cutting.—Cut for choice of seats and lead. Highest cut has first deal and choice of seats. Ace is high in cutting.

Shuffling.—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Beginning with eldest hand, six cards to each, three at a time. Deal passes to the left.

Misdealing.—New deal by same dealer is required:

1. If a card is found faced in pack.
2. If pack is discovered to be imperfect.
3. If too many or too few cards are given to any one player.
4. Failure to offer pack to be cut.
5. Exposure of a card in dealing.

Objects of the Game.—To hold in hand highest and lowest trumps in play; to take in tricks, jack of trumps and cards which count for game. (See Scoring.)

The Play.—*Making the Trump.*—Eldest hand has the privilege of naming trump, or he may sell the privilege to highest bidder. Bidding begins with player to left of eldest hand and rotates to the left (each player naming the number of points he offers to make), unless eldest hand makes the trump without waiting for a bid, in which case he must make 4 points.

Player not wishing to bid may pass. Each player is allowed one bid only, and each must bid higher than preceding players or pass, but the eldest hand must either accept the highest bid, or pitch the trump himself and make as many as the highest bidder offered him. If eldest hand sells, he adds number of points bid to his score, but no player can bid enough to put him out.

A bidder is not allowed to give the seller enough points to put him out and should he do so by mistake, he forfeits his rights to bid on that deal.

Among some players it is customary to allow players to bid to the full extent of their hands, and if eldest hand sells, he can score only to within 1 point of game. The highest bidder names the trump, and must make as many points as he bid. If eldest hand refuses all bids, he must make as many points as highest bid or is "set back." (See Scoring.) If no bid is made, eldest hand must pitch the trump.

There is no penalty for a bid out of turn.

Bidding to the Board.—The modern style is to bid to the board, no player getting the points offered. Eldest hand bids first, no second bids allowed. Any player can bid as high as four, but no one can claim the privilege of pitching the trump for as many as bid by another.

Leading, Etc.—The successful bidder leads for the first trick, and whatever card he plays, whether by mistake or not, determines the suit that shall be the trump for that deal. If the joker is in the pack and led, it calls for spades as trumps. The winner of the first trick and of any further tricks, may lead any suit he pleases. A player must follow suit in trumps if able to do so, but when a plain suit is led he may trump if he chooses to do so, although holding a card of the suit led. If he does not trump he must follow suit if he can. If he has none of the suit led he may trump or discard as he pleases. The highest card played, if of the suit led, wins the trick if not trumped, and the winner of each trick leads for the next.

Scoring.—Scoring points are high, low, jack and game.

In case two or more players count out on the same deal, and one of them is maker of trump, he goes out first. If neither is maker of trump, points score in the following order:

High—Highest trump in play—counts 1 point for player to whom it is dealt. If Jack is the highest trump in play the player taking in the trick in which the Jack was played scores both for High and Jack.

Low—Lowest trump in play—counts 1 point for player to whom it is dealt.

Jack—Jack of trumps—counts 1 point for player winning trick in which it is played.

Joker—(If used), counts 1 for player winning it.

Game—Counts 1 point for player whose cards, taken in tricks won by him, figure highest; tens counting 10 each; aces, 4 each; kings, 3 each; queens, 2 each, and jacks, 1 each. In case of a tie, no game point is scored.

If eldest hand sells, he scores amount bid. (See The Play.)

Set Back.—If bidder fails to make the number of points bid, he is "set back" the amount of bid, *i.e.*, number of points bid are deducted from his previous score. If he is set back before he has scored anything, or more points than he has to his credit, he is said to be "in the hole," indicated by drawing a ring around the minus amount.

Revoke Penalties.—In case of a revoke by any player, except maker of trump, the latter cannot be set back, even if he does not make amount bid, and each player but one revoking scores whatever he makes. Revoking player is set back amount bid. If no bid was made, he is set back 2 points. If maker of trump revokes, he is set back amount of bid, and each other player scores whatever he himself makes. Maker of trump cannot score on a deal in which he has revoked.

Game.—7 or 10 points, as agreed.

SMUDGE

This is a variety of Auction Pitch, bidding to the board, in which any player who makes 4 points, after having bid four, wins the game on the hand if he was not in the hole when he bid. Making 4 without having bid 4 will not do.

PEDRO (OR PEDRO SANCHO)

A variety of Pitch, in which the nine (sancho) and five (pedro) of trumps counts 9 and 5 points respectively for players winning tricks on which they are played. Low counts for player winning it instead of player to whom it is dealt. Bidding goes round and round until no one will bid higher. 50 points is game.

Points in Pedro score High, Low, Jack, Joker (if used). Game (ten), Pedro, Sancho.

DOM PEDRO (OR SNOOZER)

Same as Pedro, with joker (called Dom Pedro or Snoozer) added to the pack. Joker ranks below the deuce of trumps in play, and counts 15 points for player taking trick on which it is played. Joker does not score low, the deuce still retaining that scoring value; but the joker always is a trump, and will win any card in plain suits. The Joker may be taken in by any trump. 50 or 100 points is game.

Cinch

High Five (Double Pedro)

The Pack.—Full pack, 52 cards.

Number of Players.—Four players (partners, two against two).

Rank of Cards.—Trumps rank A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 5 of suit same color as trump, 4, 3, 2 (low). Suit same color as trump, A (high), K, Q, J, 10, 9, 8, 7, 6, 4, 3, 2 (low). Other two suits, A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low).

Cutting.—Cut for partners, choice of seats and deal. Higher two are partners, against lower two. Highest cut has choice of seat and deal. Ace is high in cutting.

Shuffling.—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least four cards in each packet.

Dealing.—Beginning with eldest hand, nine cards to each, three at a time, in rotation to the left. Deal passes to the left.

Misdealing.—Card found faced in pack, or pack found to be imperfect, requires new deal by same dealer.

Dealer exposing a card in dealing gives adversaries option of a new deal by same dealer.

Dealer giving a player incorrect number of cards, or failing to give each player three cards on each round, forfeits deal.

Deal out of turn may be stopped before last three cards are dealt, otherwise deal must stand.

If, after bid has been made, a player discovers that he has incorrect number of cards, deal must stand if the other hands are correct.

Objects of the Game.—To hold in hand trumps (high and low), and to take tricks in which jack, ten, two and five of trumps and five of suit, same color as trumps, are played.

The Play.—**Bidding.**—Beginning with eldest hand, each player may bid for the privilege of naming the trump suit, naming the number of points he bids, but not announcing the suit: Each player must bid higher than preceding bids or pass, and only one bid is allowed each player. Fourteen is highest possible bid. Highest bidder names trump suit.

Discarding and Drawing.—The trump having been named, each player discards, face upwards, all cards in his hand, except trumps, and dealer gives each in turn, beginning with eldest hand, enough cards to fill his hand out to six. After helping the others, dealer may search through remainder of the pack and take what cards he wishes to fill his hand to six cards. This is called "robbing the deck."

A player, having discarded a trump by mistake, may take it back, provided he has not taken into his hand the cards given him by dealer to fill his hand; otherwise it must not be taken by any player.

If player who discarded it is highest bidder's adversary, and card is of any counting value, it is scored for highest bidder. If discarded by bidder or partner, it cannot be counted for either side.

Leading and Playing.—All having discarded and drawn, the successful bidder leads any card he pleases. A player must follow suit in trumps if able to do so, but when a plain suit is led he may trump if he chooses to do so, although holding a card of the suit led. If he does not trump, he must follow suit if he can. If he has none of the suit led, he may trump or discard as he pleases. The highest card played, if of the suit led, wins the trick if it is not trumped, and the winner of each trick leads for the next until the hand is played out. The deal then passes to the left.

If, during the play, a player revokes (*i.e.*, having a card of suit led, neither follows suit nor trumps), or is found to have too many cards, the hands are played out, but neither the offending player nor his partner can score on that hand. If revoking player be bidder's opponent, bidder and partner score all they make, whether they make amount of bid or not.

Cards played on a lead out of turn must be taken back, unless all have played to such a hand, when trick must stand. If it was offending player's partner's turn to lead, right-hand adversary may compel him to lead trumps or not to lead trumps. If it was not the turn of that side to lead, card led out of turn must be laid face up on table subject to call of adversaries.

Scoring.—Scoring points are as follows:

High—Ace of trumps—counts 1 point for player to whom dealt.

Low—Two of trumps—counts 1 point to player winning trick in which it is played.

Low is frequently counted by player to whom it is dealt, which practice often leads to dispute as to who played it. To avoid such disputes when this method is used, the card should not be played on the trick, but should be laid face up in front of its holder.

Jack—Jack of trumps—counts 1 point for player winning trick upon which it is played.

Game—Ten of trumps—counts 1 point for player winning trick upon which it is played.

Right Pedro—Five of trumps—counts 5 points for player winning trick upon which it is played.

Left Pedro—Five of suit, same color as trumps—counts 5 points for player winning trick upon which it is played.

If bidder and opponents score out in the same deal, the bidder scores out first.

If bidder and his partner fail to make the number of points bid, they not only lose any points they do make, but are *set back* amount of bid; *i.e.*, amount of bid is deducted from their previous score. If they are set back before they have scored anything or more points than they have to their credit, they are said to be "in the hole," indicated by drawing a ring around the minus amount. Bidder's opponents score whatever they make.

Another method of scoring is to subtract points of side making fewer points from those of side making the more, provided bidder makes amount bid. If he fails, his side scores nothing, and amount bid is added to points made by opponents.

Under first method, if both sides go out on same deal, bidder's side wins. Under second method, as one side only scores on each hand, there can be no tie for winning the game.

Game.—Usually 51 points, but can be changed by agreement.

RAZZLE-DAZZLE OR AUCTION CINCH

This variation is for 5 or 6 players, to each of whom 6 cards are dealt, 3 at a time. No trump is turned, the privilege of naming the trump, being bid for, as in Cinch. Each player allowed only one bid.

All cards that are not trumps or sure winners are then discarded, and cards are dealt from the top of the pack to make each of the hands up to six cards again. The highest bidder then names a card and the holder of that card acknowledges it by saying, "I play with you." They then play as partners against the others, but without changing seats.

To illustrate, if we suppose the successful bidder to hold the king of trumps and Pedro, he would call for the ace of trumps as his partner, and lead pedro.

CINCH WITH WIDOW

Cinch is sometimes played with a widow, and otherwise is the same as High Five. Deal one round of three cards to each player, beginning with eldest hand; then a widow of four cards to each, then two rounds more of three cards to each.

The four cards constituting the widow are left face down and the nine cards are taken into the hand.

Each player in turn to the left beginning with eldest hand bids from the nine cards in the hand for privilege of naming trump, but before successful bidder names trump suit, each player takes up his widow.

After trump is named players discard all but six cards, and play proceeds as in High Five.

PROGRESSIVE CINCH

Positions are allotted as in Progressive Euchre. Each table is provided with a bell, and the side first scoring 32 points rings the bell at their table. Play immediately ceases at all tables, and the partners at each table having scored the greatest number of points, up to and including the last hand scored, progress.

Ties may cut to progress and score, or a half game may be scored for each player, cutting to progress only.

SIXTY-THREE

This game is a modification of Cinch, and all the variations of the latter game may be applied to it. Nine cards are dealt, and after discarding, the hands are filled out to six cards.

One hundred and fifty-two points constitute a game. The trump-suit cards count as follows: Ace (high), 1; king, 25; trey (three spot), 15; nine, 9; ten (game), 1; jack, 1; five (right pedro), 5; five of same color suit (left pedro), 5; two (low), 1. All of these points (including low) count to the player taking them. Bidding for privilege of making the trump continues round and round until no one will bid higher. Sixty-three is the highest bid possible to make. In all other respects, the rules of Cinch apply. In progressive play, four hands are played at each table, or individual scores may be counted as in Cinch.

Skat

(STANDARD SKAT)

And Laws of Standard Skat.

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Standard Skat is played with 32 cards. Seven spot low.

Classes of Games.—The game of Skat embodies two kinds of games. 1. Trump games in which a suit is named trump and in which the object of the player is to take at least 61 points in counting cards. 2. Nullo games in which the player obligates himself to lose every trick.

Rank of Cards in Trump Games.—The four Jacks (called Bowers in Skat) are always the highest trumps in the following unchangeable order: Club—Spade—Heart—Diamond. Suppose Heart has been named trump, the four Bowers in the above mentioned unchangeable order will automatically become part of the Heart suit and rank ahead of the Ace of Hearts. The Heart suit would then consist of eleven cards. Bowers: Club, Spade, Heart, Diamond, Ace of Hearts, Ten, King, Queen, Nine, Eight and Seven. The other three suits would contain only seven cards each: Ace, Ten, King, Queen, Nine, Eight, Seven. In all trump games the Ten ranks above the King.

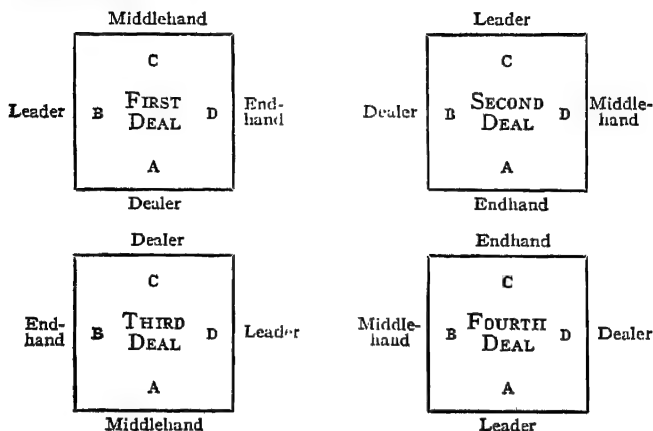
The counting value of the cards in trump games is: Ace 11, Ten 10, King 4, Queen 3, Bower 2. 120 points in the deck. Nine, Eight and Seven have no counting value. Though the Bowers are always the highest trumps they have the lowest counting value.

The Player wins Simple Game if he takes 61 points in counting cards; 91 points gives him a Little Slam and all tricks constitute a Big Slam.

Number of Players.—Three, four or five players can take part in a game, but only three players receive cards in each deal and are active.

Dealing.—In cutting for deal the player drawing the card of highest counting value is the dealer for the first hand. In case of a tie the rank of the suit decides according to unit value. (See under unit value.) Shuffle and cut cards in the usual manner. Deal as follows to the left: Three cards to each active player in the first round, two cards face down on the table, (the Skat) four cards to each active player on the second round and three again on the last round. Ten cards to each player. Formula: Three, Skat, Four, Three. When four or five take part in the game, the dealer takes no cards. With five participants in the game, cards are dealt to the two sitting on the left of the dealer and to the one sitting on the right of the dealer. The deal passes to the left in rotation.

Position of Players.—The player to the left of the respective dealer is called the Leader, as he must always lead for the first trick, regardless of the outcome of the bidding. The player next to him is called Middlehand and the next active player is Endhand. When only three make up a table the dealer is also Endhand. In the second deal, the Leader of the first hand becomes dealer, etc.



Bidding.—The privilege to become the Player and declare the game to be played is determined by bidding. In trump games each suit has a unit value. Clubs 12, Spades 11, Hearts 10, Diamonds 9.

The bidding is done by numbers and starts at 18, the value of the lowest game in Skat. Each number bid must represent the value of some possible game. The kind of game the bidder intends to play is not mentioned at all in the bidding. The unit value of the different suits and the subsequent scoring value of the different games must not be confused with the counting value of the different cards. Both are independent of each other.

Whoever can meet the highest numerical bid becomes the Player and has the privilege to name the game to be played. He contracts to score a figure in his declared game which will be at least as high as the last bid or higher, but never less. If his game does not give him a score as high as the last bid his game is lost. Formula for the order of bidding among three players: Middlehand bids to Leader, Endhand to survivor. Leader invites Middlehand to make a bid. Middlehand must start bidding to Leader who must meet any bid figure by acknowledging it in some manner, either by saying yes or repeating it. If he cannot meet the bid figure he must pass. After these two

have finished bidding, Endhand must then bid to the survivor, starting at a higher figure than the last named. The one who can make or meet the highest numerical bid becomes the Player and must name the game to be played. How high a bid one may make depends on the value of the game he intends to play. The value of the different trump games is computed as follows: A game is worth its unit value and then as many times such unit value as the number of highest trumps one holds in unbroken succession, beginning with the Club Bower.

Example: A player has a good hand in Diamonds. He has Club Bower, Spade Bower, Heart Bower, Ten, Queen, etc. The unbroken sequence of his trumps is three, Bowers: Club, Spade and Heart. He could bid 9 (the unit value of Diamond), and three times 9 for his unbroken succession of highest trumps. $4 \text{ times } 9 = 36$. He is said to be "With" three. A convenient formula for figuring the value of a game is: "With" one, scores two times unit value, "With" two scores three times unit value, etc.

The same rule is used when the highest trumps are not in the hand of the bidder.

Example: A player has a good holding in Clubs, but his highest trump is the Diamond Bower. He is "Without" three as the three highest trumps are not in his hand. He can figure the value of his intended game thus: "Without" three, scores four times unit value. Unit value of Clubs being 12 he could bid $4 \text{ times } 12 = 48$. The expression "With" or "Without" implies always: Unbroken succession of highest trumps.

Whatever the Skat may hold in trumps will either increase or reduce the value of the game the bidder is going to play.

The Scoring.—The successful bidder takes the Skat from the table into his hand without showing it and discards any two cards from his hand. Whatever the discarded cards contain in counting points belong to the Player and count for him toward the needed 61 points in counting cards to win Simple Game. If at the finish of the hand he has 91 points in counting cards, he has made a Little Slam, while all tricks will give him Big Slam. Each Slam made will add one more unit value to his score. *Example:* A Player plays Clubs "With" three and makes a Big Slam. He will score as follows: "With" three scores four times unit value, Little Slam five times, Big Slam six times. $6 \text{ times } 12 = 72$. On the other hand, if he fails to take 61 points in counting cards, he loses his game. Should he fail to take 31 points in counting cards, the adversaries make a Little Slam and if he takes no tricks, they make a Big Slam. The score is figured in the same manner. Suppose a player names Hearts trump, he happens to be "Without" five and does not take one trick, his score would be figured thus: "Without" five, scores six times, Little Slam seven times, Big Slam eight times unit value of Hearts, $8 \text{ times } 10 = 80$. As all lost games count double minus (with the exception of Handplays which will be described later) the Player who lost the above given hand would score minus 160.

STANDARD SKAT

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(MIDDLE-HAND BIDS TO LEADER, END-HAND TO SURVIVOR.)

OFFICIAL SCORING PAD				G	♣	♠	♥	♦
UNIT VALUE OF SUITS				20	12	11	10	9
“With”	1 scores two	times unit value		40	24	22	20	18
	or 2 scores three	times unit value		60	36	33	30	27
“Without” (Unbroken sequence of highest trumps.)	3 scores four	times unit value		80	48	44	40	36
	4 scores five	times unit value		100	60	55	50	45
	5 scores six	times unit value		...	72	66	60	54
	6 scores seven	times unit value		...	84	77	70	63
	7 scores eight	times unit value		...	96	88	80	72
Etc.								

ADD TO THE ABOVE FIGURES

One more unit value for HANDPLAY.

One more unit value for LITTLE SLAM.

One more unit value for BIG SLAM.

One more unit value for announcing LITTLE SLAM.

One more unit value for announcing BIG SLAM.

Fixed value of plain Nullo.....23

Fixed value of open Nullo.....46

HANDPLAY open Nullo.....59

Player must take 61 points to win SIMPLE GAME.

Player must take 91 points to win LITTLE SLAM.

Player must take ALL tricks to win BIG SLAM.

Announcing LITTLE or BIG SLAM only permissible
in HANDPLAYS and by Player.

All lost games are scored double minus, except HANDPLAYS.

Minus	Plus	Minus	Plus	Minus	Plus	Minus	Plus
.....		

The Playing.—After the successful bidder has discarded two cards, he names the game to be played. It is not necessary that the highest bidder names the suit trump, which he originally intended to play when he was bidding, as long as the game he names gives him a score as high as his last bid. The Player constitutes one party and the other two players are his adversaries and constitute the other party. Leader will lead for the first trick, the others follow suit if they can; if they have no card of the suit led, they can discard a card of any suit or trump. Highest card played or highest trump takes the trick. Taker of trick leads for the next, etc. After the hand is finished, the points in counting cards are counted and the score computed according to the unit value of the suit named trump and the "With" or "Without" holding of the Player.

Grand.—There is one more possibility of naming trump beside any of the four suits and that is making the Bowers the only trumps. The Bowers will be the trump suit, and the four other suits of seven cards each will be of equal rank. This form of game is called a Grand. Unit value 20. In Grand when Bowers are led, Bowers must be played.

Handplays.—If the successful bidder does not want to take up the Skat he declares Handplay. The Skat must remain on the table. Neither the Player nor the adversaries must know what cards it contains until the hand is finished. The Skat belongs to the Player and whatever it holds in counting cards or trumps will count for the Player, adding to his count towards his needed 61 points and increasing or reducing his score if it contains any trumps. Declaring Handplay will add still one more unit value of the suit named trump to the Player's score. Furthermore, when declaring Handplay, the Player can announce at the same time and before a card is led that he will make either a Little Slam or a Big Slam, provided he can do so. Announcing Little Slam will add one more unit value and announcing Big Slam still another unit value of the suit named trump to his score. *Example:* A Grand played "With" three, Handplay, Big Slam announced and made will give a score of 180. "With" three scores four times, Handplay five times, Little Slam six times, announced seven times, Big Slam eight times, announced nine times $20 = 180$. Lost games in Handplay are scored minus what the Player would have scored had he won his game and fulfilled his announcement. In the above case the Player would have scored minus 180 had he failed to take all tricks. The main reasons for announcing Handplay are in most cases: 1. The desire to be able to increase the bid by one unit value if the bidder has a good hand in a suit of low unit value and is only "With" or "Without" one. 2. To avoid the predicament of being caught with an overbid, if one bid on a hand "Without" and happens to find either the Club or Spade Bower in the Skat.

Example for reason 1: Bidder is "With" one and has a very good hand in Diamonds, but is not sure of making a Little Slam.

In this case he could not bid more than 18. By announcing Handplay, thereby adding one unit value, he could bid up to 27.

Example for reason 2: Bidder is "Without" two. He could bid three times unit value of his suit. But suppose either the Club or Spade Bower is found in the Skat. He has now an overbid on his hand and unless he can make a Slam he would lose his game, though he made his 61 points. By risking Handplay he prevents the possibility of an overbid, even though a Bower may be in the Skat.

Nullo Games.—When a player declares a Nullo he obligates himself to lose every trick in his hand. There are three kinds of Nullo.

1. Plain Nullo.....Fixed value: 23
2. Open Nullo.....Fixed value: 46
3. Open Nullo Handplay.....Fixed value: 59

There are no trumps in Nullo games. All suits are of equal rank. The cards have no counting value. Their rank is as in Whist: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven.

A plain Nullo can be declared if the highest bid is...23 or less

An Open Nullo can be declared if the highest bid is...46 or less

Open Nullo Handplay if the highest bid is.....59 or less

Lost Nullos, except Handplay, count double minus their fixed value.

Playing of Nullo.—The Skat is taken in, unless it is Handplay, two cards discarded. The respective Leader plays for the first trick. Follow suit if possible, otherwise discard. Player must stay under at every trick. If he has to take one trick the game is lost for him.

When Open Nullo is declared the Player must put his cards face up on the table after the first trick has been taken in. Playing proceeds then as above. The adversaries must not show their cards to each other, neither must they consult each other what to play. In Open Nullo Handplay the Skat is disregarded entirely. Player puts his cards on the table after the first trick.

Ramsch or Reject.—Should neither Middlehand or Endhand care to make a bid to Leader and Leader does not care to risk a game himself, the game called Ramsch or Reject is then announced by Leader. Every player is for himself. Object of the game: To take in on your tricks as few counting cards as possible. Ramsch is played just like a Grand. Bowers are trumps. The player having the most points in counting cards at the finish of the hand scores minus 20. The Skat is disregarded entirely. In case of a tie, minus 10 to each tying player.

Explanation on Scoring.—In all trump games, the figure to be scored for the player must always be a multiple of the unit value of the suit named trump, whether this figure was bid or not.

For instance: The bid by which the player obtained the privilege to name the game was 24. He played Spades "Without" two. He will score 33 if he takes 61 points in counting cards. But suppose he had found the Spade Bower in the Skat and failed to make Little Slam, he would have lost his game since he is now "Without" one. As his bid was 24, he must lose the next figure after 24 which can be divided by 11. In this case 33, doubled for loss is minus 66.

Abandoned Hands.—The highest bidder after taking up the Skat may abandon his hand as lost, without having to play it. But before doing so he must first declare a game. His score is computed according to his "With" or "Without" holding, but the figure to be doubled for his loss must not be less than his bid and must be a multiple of a unit value if he declared a trump game. The only advantage in abandoning a hand lays in saving a possible Slam from the adversaries. If the bid is 23 or less he can declare a Plain Nullo, at 46 or less an Open Nullo, and score minus double their respective values.

LAWS OF STANDARD SKAT

1. The Skat deck consists of 32 cards, the conventional four suits: Ace, Ten, King, Queen, Jack, Nine, Eight, Seven.

2. Each card, except Nine, Eight and Seven, has a counting value in games where a trump has been named: Ace 11, Ten 10, King 4, Queen 3, Jack 2.

3. In all trump games the Jacks are always the highest trumps and are called Bowers in Skat. They rank as follows: Club Bower, Spade Bower, Heart Bower, Diamond Bower. They become automatically part of any suit which is named as trump suit and rank ahead of the ace of such suit in the above enumerated unchangeable order. The four suits outrank each other in the same order in unit value. In play, outside of the trump suit, the suits are of equal rank. In Grand and Ramsch the Bowers are the only trumps.

4. In Nullo games the cards have no counting value. All suits are of equal rank. Rank of cards in Nullo games: Ace: King, Queen, Jack, Ten, Nine, Eight, Seven.

5. Unit value for trump games: Grand 20, Clubs 12, Spades 11, Hearts 10, Diamonds 9.

Fixed value of Plain Nullo.....23

Fixed value of Open Nullo.....46

Handplay Open Nullo.....59

6. For *each* highest trump which the player has in unbroken succession in his hand or in the Skat, beginning with the Club Bower, he can add one unit value of the suit named trump to his score. (He is "With.")

The same holds good when the highest trumps in unbroken succession are not in the player's hand or in the Skat. He can add one unit value to his score for *each* highest trump in unbroken succession that is out against him. He is "Without."

The expressions "With" or "Without" imply always: Unbroken sequence of highest trumps.

7. For Handplay, *i.e.*, not using the Skat in play or knowing what it holds until the hand is finished, one more such unit value is to be added to the final result to be scored. The Skat belongs to the Player and whatever it holds in counting cards and trumps will count for him, either increasing or reducing the value of his game.

8. For *each* of the following, one more unit value of the suit named trump is to be added to the final result to be scored:

Little Slam (taking 91 in counting cards if done by Player)

Little Slam (taking 90 in counting cards if done by Adversaries)

Big Slam (taking all tricks either side)

Announcing Little Slam (only allowed in Handplays and by Player)

Announcing Big Slam (only allowed in Handplays and by Player)

The Simple game is won by Player if he has at least 61 in counting cards, or lost if he has 60 or less.

9. In Nullo games the Player must not take one trick, otherwise his game is lost. In Open Nullo the Player must put his cards face up on the table after the first trick has been taken in.

10. All lost games will be scored double in the minus column of the Player, except Handplays, which are scored single minus.

11. If in Handplay an announcement has been made and not been fulfilled, the game is lost for the Player and he loses what he would have scored had he fulfilled such announcement plus one unit value for each Slam the adversaries may have made.

12. In Ramsch or Reject the taker of the most points in counting cards shall be loser and charged minus 20. In case of a tie, the tying players are charged with minus 10 each.

In Ramsch the Skat is disregarded entirely.

13. Skat can be played by either three, four or five persons, but there can not be more than three active players in each deal. When more than three persons take part in the game, the dealer takes no cards. The deal passes to the left in regular rotation.

14. The position of the players as regards bidding and leading for the first trick for that deal shall be known as follows: The player to the left of the dealer is called Leader, as he must always lead for the first trick regardless of who gets the privilege to name the game. The taker of the first trick must then lead for the next, etc.

The player to the left of the Leader is called Middlehand, and the one to the right of the Dealer is called Endhand. When only three persons are at the table, the Dealer is also Endhand.

15. Cutting for deal is by drawing a card from the deck, highest card is the Dealer. Counting values of cards decides.

In case of a tie, the tying player having the card of the highest unit value will be Dealer.

16. After shuffling and cutting the deck in the usual manner, the cards are dealt out as follows: Three cards to each active player at the first round, two on the table face down, known as the Skat, four to each active player at the second round, and three to each active player at the third round. 10 cards to each player. Formula: Three, Skat, Four, Three.

If five persons are taking part in the game, cards are dealt to the two players to the left of the Dealer, and to the one to the right of the Dealer.

17. In case of a misdeal or any other irregularity, the same Dealer has to deal over again.

Should a player deal out of turn, and the last card has been dealt, that deal must stand, but at the next deal, the player who should have dealt must deal.

18. Nobody is permitted to look at the Skat, except the player who makes the highest bid and gets the privilege to name the game, and only after all bidding has ceased. Should a player look at the Skat he can not participate in the bidding in that deal. If Handplay has been announced the Skat can not be looked at by anyone until after the last trick has been played.

If during the progress of the game it is discovered that one side has too many or too few cards, the side having the wrong number of cards has lost the game.

19. Bidding is done by numbers which must represent the value of some possible game, but must start at 18, the lowest possible score.

Middlehand must make a bid to Leader, and Endhand to survivor. Endhand can not make a bid until either Leader or Middlehand has passed.

The player meeting the highest numerical bid gets the privilege to name the game to be played. He must declare a game before a card is led. If he uses the Skat he must discard two cards from his hand to reduce his hand to 10 cards. Should he neglect to do so and not discover the error before the first trick has been taken in he loses his game.

20. A bid once made cannot be retracted. No player can resume bidding after he has passed. No player can score a lower figure than his bid.

The bidder who gets the play will be known as the Player, the other two will be his adversaries and play together against him.

If the game which the Player declares does not give him as high a figure in scoring as his bid, his game is lost. He must lose a multiple of the unit value of the suit he declared trump, which must reach the figure of his bid or more, in no case less than his bid.

21. Should the highest bidder after taking up the Skat want to abandon his hand without playing it, he can do so, but he must first declare a game proportionate with his bid and his "With" or "Without" holding.

22. If nobody cares to make a bid to Leader and Leader himself does not care to name a game, he must announce Ramsch. Nobody but Leader can announce Ramsch.

REVOKES

23. It is obligatory to follow suit; if one has no card of the suit led one can discard or trump. Highest card of the suit led or highest trump takes the trick. All tricks taken in must be kept in their regular order so that in case of a dispute each trick can be traced.

24. Should a player revoke and the revoke is discovered and corrected before the revoking party led or played for the next trick, there is no penalty, but the revoking player may be called upon to play his highest or lowest card of the suit in which he revoked.

25. If the revoke is not corrected in time, *i.e.*, before the revoking side has led or played for the next trick, their game is lost.

If it is one of the adversaries who revoked and causes the loss of the game, he shall be charged individually with the loss.

Had the opposing side won their game already and has a chance to increase their score by making a Slam, the game can be continued and the revoke is condoned.

26. If anybody leads out of turn and the error is discovered before the trick is turned, the cards can be taken back and the error corrected.

27. A card played can not be taken back unless it is for the purpose of correcting a revoke.

28. Only the last trick may be looked at by any player. Looking at any other trick is not allowed, whether it is for the purpose of counting or any other reason.

29. Should the Player put his cards on the table, claiming to have won or lost the game, the hand is finished. If he is proven to be in error, he loses his game even if he could have taken his cards back again and won it.

30. The same applies to an adversary who puts his cards on the table, claiming to have defeated the player already and is proven to be in error. He shall then be charged individually with the loss of the game.

SIMPLIFIED SCORING

The scoring method provided for on the Standard Skat scoring pad, is the best for parties and when playing for prizes, but when playing for chips, a more simplified scoring can be used, and this form is always used when only one table is engaged in the game.

Instead of putting down each player's loss and winning separately in the minus or plus column of the scoring pad, only one column is used for each player. The first item of each player is entered with a plus or minus sign (whatever the case may be), and each subsequent entry is either added or deducted from the previous item, so that the score will at all times show the exact state of each player's score.

We will compare the two methods of scoring and show that the final result will be in both cases the same.

Players A, B, C, D, have played four rounds. Their score would look thus when entered in separate columns:

A		B		C		D	
Minus	Plus	Minus	Plus	Minus	Plus	Minus	Plus
40	48	22	48	60	72	36
.....	80	30	120	24
.....	27	33	22
.....	46	24
— 40	201	109	— 48	180	— 72	82
.....	— 40	— 48	— 72
.....	+161	+109	+132	+ 10

When using one column for each player only, it would look like this:

A	B	C	D
— 40	+ 22	+ 60	+ 36
+ 8	+ 52	+ 12	+ 60
+ 88	+ 85	+132	— 12
+115	+109	+ 10
+161

It will be seen that the final result of both scores is the same. D has the lowest score. He owes 122 to C, 99 to B, and 151 to A. But C owes something to A, and B owes something to A and C.

We will show a method by which the balancing of the score can be accomplished easily and accurately. It is called: Reducing the score to zero, and is done in the following manner.

The lowest score, whether it is plus or minus, is called zero; below the score of the other players is put down what each one won from the player having the lowest score, in this case D. This number is then multiplied by the number of players, in this case four.

The total of all the winnings, 372 in this case, is then subtracted from the result and the final figure will show how much each player actually won or lost.

A	B	C	D	
+161	+109	+132	+ 10	
151	99	122	— 0	372
× 4	× 4	× 4	4	
604	396	488	0	
—372	—372	—372	—372	
+232	+ 24	+116	—372	

D's total loss is 372. A gets 232, B 24, C 116 from D. Total 372.

We will now show a different score where only three players took part in the game and where some have minus entries. Let the score be:

A	B	C	
— 56	— 16	+ 96	
0	40	152	192
× 3	× 3	× 3	
0	+120	+456	
—192	—192	—192	
—192	— 72	+264	

A having the lowest score is marked zero; the difference between A and B is 40. Between A and C it is 152.

Multiply by 3 (the number of players), and deduct 192 (the total winnings). C wins 264, towards which A contributes 192 and B 72.

Cassino

The Pack.—Full pack, 52 cards.

Number of Players.—Two, three or four (partners, two against two).

Cutting.—Cut for deal—low deals, ace being lowest card.

Shuffling.—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Deal four cards to each player—two at a time in rotation to the left, beginning with eldest hand—and four to the table, face up, two on each round, just before dealer helps himself. The remainder of the pack is left face down on the table, and after the first four cards have been played, four more are dealt to each player as before; but none to the table. This continues until all of the cards have been dealt and played. Deal passes to the left.

Misdealing.—Misdeals as follows, forfeit the deal:

1. Failure to have pack cut.
2. Dealing a card incorrectly and failing to correct the error before dealing another.
3. Dealing too many or too few cards to any player or to the table.

If dealer exposes a card in dealing the first round, opponent may claim new deal by the same dealer.

If, after the four cards are dealt to the table, a card is exposed in dealing, or one is found faced in the pack, player to whom it falls may refuse it and be supplied from top of pack. Exposed card must be placed face down in middle of pack. Should the exposure of a card occur on the last round of the deal, dealer must take exposed card, and player whose hand is short may draw from dealer's hand.

If wrong number of cards is given to any player after the first round, the error must be corrected by drawing or supplying deficiency from the pack and dealer cannot count anything on that hand of four cards.

Objects of the Game.—To score points by taking in certain cards and card combinations with counting value, as follows:

Cards (greatest number of cards taken in)	3 points
Spades (greatest number of spades taken in)	1 point
Big Cassino (ten of diamonds)	2 points
Little Cassino (two of spades)	1 point
Each Ace	1 point
Sweep (taking in all cards on the table)	1 point

If the count of cards or spades is a tie, neither side scores them.

The Play.—Each Player, beginning with eldest hand, may make any of the following plays:

(1) Take in a combination, *i.e.*, if he holds a card in his hand of the same denomination as one on the table, he may play his card and take in the two. He may also take in any other cards, the sum of which equals the denomination of the one he plays; thus, a nine will take all the nines on the table and also an eight and ace, seven and two, etc.

(2) He may *build* a combination of two or more cards, by adding a card from his hand to one or more cards on the board, if the sum of such cards equals another card he holds in his hand. He can take in the build with such card on his next turn to play, provided no other player has taken it with another card of the same denomination, or built higher on it. Thus, if a five is on the board and he holds a nine and four, he can build his four on the five and take it with his nine on his next turn, provided no player has built it higher; or taken it in with another nine.

(3) He may *call* a combination; thus, if he holds two fours, and a third four, or a three and an ace, or two twos are on the board, he may play one of his fours on those on the board, calling it "fours," and take them on his next turn; provided no other player takes it away from him with a four, as nothing but a four can take it. It will be seen that a *build* can be built higher, but a *call* cannot, since the call contains more than one combination.

(4) A sweep is a card that will take in every card on the table at once. Sweeps are noted by facing one card of the combination in which the sweep is made. If player cannot make any combination, he plays a single card to the table.

After a pack is exhausted, player taking last combination takes in all the cards remaining on the board, but this does not constitute a sweep, unless he can take all the cards by combination as above.

Notes.—A player cannot raise his own build, unless he has the cards to take in both the first and the second build.

A player can, if possible, make a second build or a call, or take in a combination, or capture another's build, before taking in his first build, otherwise he must take in his first build at his next turn to play.

Cards once taken in cannot be examined, except the last combination won; nor points nor cards counted until all the cards have been played. A mistake cannot be corrected after another combination has been taken in.

A card played out of turn must be withdrawn and laid to one side until the player's correct turn to play, when he must play it to the table. Player in error cannot combine it or win any combination of cards with it. Any cards taken in with it by offending player must be restored to the table.

Builds may be raised with cards from the hand only; never with cards from the board. Builder or caller must name the denomination of the build or call, otherwise any other player may separate and use such cards of it as he chooses.

A player taking a card not belonging to his combination or build must restore it and all other cards in the combination or build to the table, and his own card is laid out separately from the others. If the combination was his own, the cards composing it must be separated; if an adversary's, the combination must be left intact. A player taking in a combination with a wrong card, taking in a wrong combination or card not belonging to him must be challenged, and the error proved before the next combination is taken in. If a player makes a build or a combination and has not in his hand the proper card to take it, he must, upon discovery of the error, restore the cards of such combination to the table. Opponents' cards played subsequent to the error may be taken back and different cards played if opponents choose. If the erroneous build or combination has been taken by another player, there is no penalty or any remedy.

Game.—There are two ways to settle: 1st. Each deal is a game in itself and the majority of the 11 points wins, but the sweeps may make it a tie. 2nd. 21 points is game. If both players reach 21 on the same deal, the points score out in the following order: Cards, spades, Big Cassino, Little Cassino, aces and sweeps. If the aces have to decide it, they score in the order of spades, clubs, hearts and diamonds.

Partners.—In a four-hand partnership game, partners may take in one another's trick, or may make builds which can be won by the card declared in partner's hand.

ROYAL CASSINO

The rules of Cassino apply. In Royal Cassino, however, each jack is considered an eleven spot, each queen a twelve spot, each king a thirteen spot, and aces either ones or fourteens, as player may elect. These cards can be built into combinations with spot cards, making a much more scientific game. Count as in Cassino.

A still better and more scientific game of Royal Cassino is played by using packs containing eleven and twelve spots of each suit. This makes jacks thirteens, queens fourteens, kings fiftens, and aces ones or sixteens. The number of combinations possible are thus greatly increased and interest added.

ROYAL DRAW CASSINO

Played the same as Royal Cassino, except that after first four cards are dealt to players and board, remainder of the pack is placed face downward on the table, and each player, after playing a card from his hand, draws the top card from the pack, thus restoring the number of cards in his hand to four. This is continued until pack is exhausted, when hands are played out, and count made in the regular manner. If a player fails to draw in proper turn he cannot correct the error until his next turn to draw, when he must draw two cards.

SPADE CASSINO

The same as Cassino, Royal, or Royal Draw Cassino, except that each card of spade suit counts 1 point for game. Ace, jack, and deuce of spades count 2 each—1 point as ace and jack and Little Cassino respectively, and 1 each as a spade.

Sixty-one points constitute a game.

A cribbage board is used for scoring, and points are scored as made. The only thing which remains to be counted at end of play, therefore, is cards.

Michigan

(BOODLE, CHICAGO, NEWMARKET, OR STOPS)

The Pack.—Full pack, 52 cards. From another pack, Ace hearts, King diamonds, Q spades and J of clubs are used, which are laid on the table face up, called "Boodle Cards."

Number of Players.—Three to eight.

Rank of Cards.—From the 2, 3 to Ace.

Cutting.—Cut for deal—low deals, ace being lowest card.

Shuffling.—Any player may shuffle, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Stakes.—Before the deal, dealer stakes four chips, or as many more as he desires, by placing them on any or all of the Boodle cards. Each other player must stake a like number, either on any one or distributed on several of the Boodle cards, as he chooses.

Dealing.—Deal all the cards, one at a time, in rotation to the left, beginning with one extra hand, then dealer, then the other players in turn. No one may see the extra hand, which is for the purpose of making "stops." (See the Play.)

Objects of the Game.—(1) To get rid of all cards in the hand before opponents have done so. (2) To play cards corresponding to the "Boodle Cards."

The Play.—Eldest hand leads from any suit, but must lead his lowest card of that suit. He must also play any card or cards of that suit which are in ascending sequence with it. When he has played as far as he can, next player to left continues the sequence as far as possible, and so on, until no player can continue it higher. Cards played are then turned face downward.

Stops.—When a suit cannot be continued, either because the ace is reached, or because the next card in sequence is in the dead hand, the one who plays the last card must change the suit. He must begin with the lowest card of some other suit in his hand, unless he has nothing left but the suit just stopped,

in which case he plays the next card he has in that suit. After the new suit is opened, the play continues as before, until a new stop is reached, and so on.

Boodle.—If, during the play, a player gets rid of a card corresponding to one of the Boodle cards, he at once takes whatever chips are staked on that card.

Game.—The player who first gets rid of all his cards stops the game, and receives from each of the others as many chips as the player has cards still in his hand. After settling up, there must be a new deal.

Any chips remaining on the Boodle cards after play is stopped are held over and increase the stakes for the next game.

Penalties.—Should a player, after making a stop, lead from the same suit in which the stop was made, having another suit in his hand; or should he lead a card of any suit while holding a lower card in that suit, he must pay each other player one chip.

A player failing to continue the sequence when possible, must pay one chip to each other player. Should his card be next in sequence below a Boodle card, he must pay holder of Boodle card the amount staked on such card; or, if no player holds the Boodle card, the player in error must double the stakes on it.

Old Maid

The Pack.—A pack of fifty-one cards, the queen of hearts being deleted.

Players.—Any number, no partners, each being for himself.

Objects of the Game.—To get rid of all the cards, and not to draw the odd queen.

Dealing.—The cards are dealt one at a time, until the pack is exhausted.

The Play.—Beginning with the eldest hand, each player sorts out his cards into pairs, of the same denomination, as two aces, two kings, etc., and all pairs formed are laid face down, without showing them to the other players. All cards are laid down in front of the players, in order to discover any misplays. Three of a kind cannot be laid down. After all players have discarded, the eldest hand draws one card from dealer, and if a pair is formed, it is laid down, the next player to the left then draws a card from player at his right. Drawing and forming of pairs is continued until one player remains which of course is the odd queen, and the unfortunate holder is "Old Maid," for that deal only.

If it is discovered that a player has made a misplay, he is declared "Old Maid."

New York Hearts

See page 160 under "Hearts" for details of *The Pack—Number of Players—Rank of Cards—Cutting—Shuffling—Dealing and Misdeals.*

Objects of the Game.—To win on tricks, as few hearts as possible, avoid taking the queen of spades and endeavor to capture the jack of diamonds. Alternatively, to win, on tricks all the hearts and the queen of spades and if possible the jack of diamonds.

The Play.—At the conclusion of deal and before play is commenced, each player passes the three least desirable cards in his hand to the player on his left, without exposing them to the other participants in the game. The cards received can neither be examined nor placed in hand until the player has selected and passed the necessary cards from his original hand. When each player has passed three cards and received three to replace them, the eldest hand leads any card, and each succeeding player in turn to the left must follow suit, if possible. Holding no card of suit led, player may discard a card of another suit. Highest card of suit led wins the trick. Winner of first trick receives the widow and must place it without examination by himself or exposure to others, with the tricks he takes. The winner of the first trick then leads for second, and so on, until the hands are played out.

In the game a player may strive both to avoid taking the queen of spades and to take as few hearts as possible and at the same time try to take the jack of diamonds. He may, however, at his option and without declaration to the other participants conversely, endeavor to take all the hearts together with the queen of spades and if at all possible the jack of diamonds.

At the conclusion of play, the cards are scored and bunched for a new deal.

Scoring.—Player with the least points wins.

Each heart counts one point and the queen of spades counts thirteen points. The jack of diamonds is a credit card, that is the player taking a trick which includes the jack of diamonds receives a credit of ten against any points with which he may be charged.

If one player has taken all the hearts including the queen of spades he receives a credit for twenty-six points, with a credit of ten going to the player capturing the jack of diamonds. Should one player take all the hearts, the queen of spades and the jack of diamonds he receives credit for thirty-six points.

The cards in the widow, which were taken by the winner of the first trick and not examined until play is completed, are scored exactly as if they were tricks taken.

Game.—Each deal is a game in itself though by agreement this may be changed. Oftentimes, 100 points scored against any one player may constitute a game, the winner being the player with the least number.

Panguingue

The Pack.—Eight decks, with the eights, nines and tens of each suit omitted, as in Conquain. (In some localities as few as five decks are used.)

Number of Players.—Any number may play.

Cutting.—Portion of pack is spread and a card drawn by each player. Low takes the eldest hand.

Dealing.—Player to *left* of player winning *eldest* hand deals. After first round player to left of winner deals the cards five at a time to the right, serving ten cards to each player. Cards dealt are taken from the head of the deck.

Shuffling.—Player to dealer's *left* shuffles at the end of each hand, taking all of the discards and a packet from the foot of the deck and shuffling all together, in order that cards may not be bunched in the pack.

Misdeal.—A player receiving more or less than ten cards may abandon the hand and receive a new hand, if he discovers the discrepancy before he has drawn cards. If at any time, after a player has drawn cards, he is found to have either too many or too few cards, he must abandon the hand. He can make no further collections on the hand, but must pay all other players making combinations of value. One foul hand does not invalidate any other valid hand.

Objects of the Game.—(a) To form certain combinations of value as follows:

Three cards or more of the same denomination, but of different suit. (Aces or kings may be combined, separately, regardless of suit.)

Three cards or more of the same suit and denomination.

Three cards or more of the same suit in sequence. Ace being in sequence with the deuce and not with the king.

(b) To form in combination eleven cards, first player forming such combinations winning the game.

Value of Hands.—Cards are divided into two classes—valle (value) cards and non-valle cards. Treys, fives and sevens are valle cards. All others are non-valle cards.

Conditions.—Combinations of values are known as "conditions," which are as follows:

(a) Any three valle cards of the same denomination, all of different suit, or all of the same suit form a condition.

(b) Any three non-valle cards, of the same suit and denomination, form a condition.

(c) Ace, deuce and trey of the same suit, form a condition.

(d) King, queen and jack of the same suit, form a condition.

Value of Conditions.—Each of the following conditions is "worth" one chip from each other player:

(a) Three valle cards of the same denomination, but of different suits.

(b) Three non-valle cards of the same suit and denomination.

(c) Sequence of ace, deuce and trey of the same suit.

(d) Sequence of king, queen and jack of the same suit.

These values apply to heart, club and diamond combinations. If the condition is of the spade suit, it is worth double that of a similar condition of the other suits.

The Play.—After the deal is completed, the dealer turns the top card or "Deck Head" face up. The eldest hand may either use this card in some combination or draw another card. No other player may use the deck head except in a two-handed game, but any other card turned by any other player and not used by him, may be used by the player immediately to the right of the player discarding the same, if he desires, but no other player.

If the eldest hand forms from the cards in his hand and with the card drawn by him any valid combination, he lays such cards face up on the table in front of him. If the cards thus exposed form a condition he announces the fact and collects from each player chips in accordance with the value of the condition. If he has another combination in his hand, he may, at his option, expose it and at the same time make another collection, if these cards also form a condition. After he has exposed such combinations as he desires, he discards any card remaining in his hand, leaving a collective total of ten cards in his hand and upon the table.

The next player to the right may either use this discard or may turn a new card from the deck. Play proceeds in this manner until the hand is out.

A player must use a card passed or discarded to him or drawn by him, if it applies to any combination which he has already exposed, at the request of any other player. Otherwise he may use the card or not, as he desires.

No player can show on the table any other combinations than those named above, except that when he has a condition in his hand, as, for example, three spade sevens, he may combine them with any other sevens which he may draw, or which may be passed or discarded to him, and thus form a combination. This applies to any other "pay" combination, that is, one held in the player's hand. In addition, a player may, should he hold ace, deuce and trey, add a four which he has received or should he hold king, queen and jack, add a seven of the same suit, as provided above and collect on the hand.

A player may "cut" off a card from either end of a sequence or "stringer," provided he leaves three cards in the stringer, or he may cut off from a combination of more than three cards

of the same denomination, provided the combination is valid after this card is removed. For example: A player shows the spade, heart and club seven and afterwards adds another club as a stringer, for example, but he cannot remove the spade or heart seven, as the remaining spread would not be valid.

As aces and kings are termed "non-Comoquers," that is, any three aces or any three kings, regardless of suit, may be spread, an ace or king may be cut off at any time, provided three cards remain in the spread. The player may, if he desires, cut off from any combination, and at the same time add another card from his hand to make the original combination valid.

After a valid combination has been exposed, any card of the same denomination may be added, if the combination was originally of three cards of the same denomination, or cards may be added to either end of a stringer. If desired, a stringer may be split, provided three cards remain in both portions of the split. Additional collections are made when added cards form new conditions. Where cards are added to a condition, a new condition must be made before any added collections can be made. For example, a player exposes the heart, club and diamond trey and collects one chip. Later he draws two more club treys. The new condition is worth two chips, but as the player has already used one of the club treys in a previous condition, he is paid but one chip. Should another trey be added which will make the original condition worth, as a spade trey, for example he would again collect one chip. A player who has exposed three cards of the same suit and denomination, collects the original value of the condition, on adding any similar card or cards. These rules apply generally to all conditions; cards used in one condition can be cut off and used in another condition, but no collection can be made on the new condition unless the former condition is first made good by drawing additional cards.

When a player has exposed ten cards on the table the player to his left cannot discard from his hand a card that will give this player the game unless he should be "forced," that is, draw cards in such a manner that he has no discard that will not give the player to his right the game.

When the player wins the game, by showing eleven cards in combination as described above, he collects from each player one chip for the game and in addition, the value of all conditions shown by him at the end of the game.

Chips of an agreed value are used in paying. Should, at any stage of the game, a player declare that he will pay no losses greater than that represented by his chips, and afterwards, make a "collection," he receives from each player only chips to the extent of those he has in his possession at the time. For example: A player has but two chips remaining and exposes three spade sevens which are worth four chips. He receives but two chips from each remaining player. If on any succeeding

round, during the same hand, the player is able to expose another combination, however, whether it be a condition or not he collects the remaining two chips due him.

The careful study of Conquain by observation, will aid the player in mastering the apparent intricacies of Panguingue, which, in reality, is a fairly simple game.

Penalties for Foul Play in Game of Panguingue.—A foul play is cards spread that do not conform to conditions A, B, C and D (example, two Queens Clubs and one Queen Spades) when such spread is made, and Play passed to next player, the foul lay may be called foul by any player at any time before termination of the game, and if foul has been called, the player forfeits the hand, and all collections made upon it, and continues to pay any and all conditions to end of game.

If a person plays a foul hand, namely 9 or 11 cards, and he has made any collections he must pay back to each player the number of chips he has received, and throw his hand into the discard, and continues paying until that deal is finished.

If he makes a foul spread, namely two three of Clubs and one trey of Hearts, he must do the same as if he had a foul hand, unless he had the correct trey in his hand, or draws a proper trey before foul spread is discovered.

Fan Tan

The Pack.—Full pack of 52 cards.

Number of Players.—Any number may play—best six or seven-hand.

Rank of Cards.—A (low), to K (high).

Cutting.—Cut for deal—low deals, ace being lowest card.

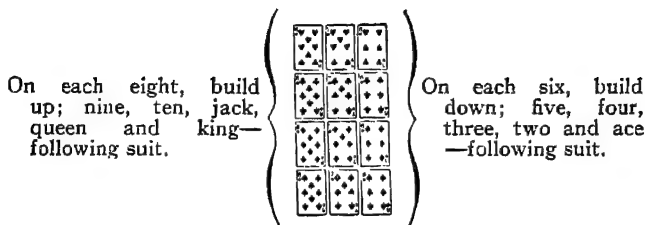
Shuffling.—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—One card at a time to each player in rotation, beginning with player next to dealer on the left, until all cards are dealt. Deal passes to the left.

Objects of the Game.—To get rid of all cards in the hand, before other players have done so.

The Play.—Each player is provided with an equal number of chips or counters. Eldest hand (player to dealer's left) plays a seven face up on the table. If he has no seven, he puts one chip into the pool. Next player then plays a seven, or if eldest hand has played a seven, next player may play a six or an eight of the same suit. Each player in turn then plays a card (either a seven or a card next in sequence and

suit to the last one played). Sixes are placed on one side of the sevens and eights on the other. Fives are played on sixes and build down to aces, and nines are played on eights, and build up to kings. (See Diagram.)



Should any player be unable to play at this proper turn he must add one chip to the pool. First player getting rid of all his cards wins the pool. Each player with cards remaining in his hand must pay the winner one chip for each card he has left.

Should a player fail to play when possible, he forfeits three chips. If he overlooks the play of a seven, he forfeits five chips each to the holder or holders of the six and eight of that suit.

In two-hand game, cards are dealt as though three were playing, the third hand remaining face downward on the table. In case either player cannot play at his proper turn he must draw the top card from extra hand. If still unable to play he must forfeit a chip and draw again.

Sixty-card packs, containing eleven and twelve spots, are coming into general use for Fan Tan, as they divide equally among almost any number of players. With this pack, eights are used for starters instead of sevens.

There is another form of Fan Tan in vogue, in which eldest hand leads any card he pleases and other players must play on it in ascending sequence until the entire suit is played. Each failure to play forfeits one chip. Player of last card of suit starts with any card he chooses for the next suit. After king has been reached, the sequence is continued by ace, two, etc. The player who first plays out his entire hand wins the pool, and gets one chip from each other player for each card held at the time winner plays his last card.

Hasenpfeffer

The Pack.—25 cards, all below the nine being thrown out and the joker added to the pack.

Number of Players.—Four, two being partners against the other two.

Cutting.—Cut for partners, the two lower being paired against the two higher. The lowest has the choice of seats and deals the first hand. Ace is high in cutting.

Rank of the Cards.—The joker is the best trump, then the jack of the trump suit, then the jack of the same color, and then the A, K, Q, 10, 9 in that order. Suits of the color that is not trump rank A, K, Q, J, 10, 9.

Dealing.—Six cards are dealt to each player, three at a time on each round. The last card remains on the table face down and must not be looked at.

Bidding.—Each player in turn, beginning on the dealer's left, has one bid, and he names the number of tricks he thinks he can make, but without specifying the suit he will select for the trump. The highest bidder names the trump and leads for the first trick. If no bids are made the holder of the Joker must bid three tricks and play the hand.

Scoring.—Each trick counts a point and 10 points is a game. If the bidder does not make as many tricks as he bids, he is set back the amount of his bid.

Double-Pack Game.—2, 3, 4 or 6 may play with the double pinochle pack, 48 cards, 9 low, without the joker. If duplicate cards are played to the same trick, the first played wins. When 3 persons play, each is for himself; 4 are partners, 2 against 2; 6 are partners, 3 against 3. Four cards at a time are dealt to each player until the whole pack is distributed.

Bidding.—This is the same as in the single-pack game, but the lowest bid allowed is six tricks. If the bidder thinks he can win all the tricks, he may, if he choose, discard two cards and ask his partner for two of his best, after naming the trump. The bidder then plays alone. If the game is 4-hand his side scores 24 if he succeeds, but is set 12 if he fails. In 6-hand, he scores 16 if he wins, or is set 8. If all pass without a bid, the dealer must bid 6 and play the hand.

The Play.—Players must follow suit, not being able to follow suit, must trump.

Scoring.—Each trick counts 1, except in lone hands, and 62 points is game.

Russian Bank

(OR CRAPETTE)

This game, which is sometimes called Double Solitaire, has lately come into great favor as being probably the best game for two players ever invented.

The Pack.—Two full packs of 52 cards each, with backs of different colors.

Number of Players.—Two, either or both of whom may, by agreement with the adversary, have a consulting partner to give advice; but who takes no part in the actual play of the cards, and is not allowed to point out or call stops on the opponent.

Ranks of the Cards.—From the ace, deuce up to the king on the foundations. The suits have no rank.

Cutting.—One pack is spread face downward and each player draws a card. The lowest has the choice of packs and seats and makes the first plays on the tableau.

Shuffling.—The winning cut having made his choice of packs, each shuffles and cuts the pack to be used by his adversary. The packs are then exchanged.

Dealing.—Each player deals from the top of his own pack, 12 cards, one at a time, face down, in a pile to his right. These are his "stock." He then deals 4 cards face up, one at a time, to his right, in a line toward his opponent. The 8 cards form the tableau. Space must be left between the two lines of cards so dealt for 8 aces, which will form the 8 foundations as they come out. The remaining 36 cards are then placed face down in a pile on the player's left, and form his "Hand."

The Play.—The person who has the winning cut plays first, removing any aces which are face up, and placing them between the two lines of cards that form the tableau. Any cards which can be built up in sequence and suit on those aces (ace, deuce, trey of spades, for instance) must be played into the foundations before making any other move, under penalty of having a "stop" called on the player. A card once placed on a foundation cannot again be moved under any circumstances. Any card touched, even if not moved, when another card should have been played on the foundations, is a stop, if called by the adversary.

There being no further possibility on building on the ace foundations, the player proceeds to make as many changes as he pleases in the tableau itself, by building upon any card in descending sequence, but alternating colors; such as a red 7 on a black 8; or a black jack on a red queen.

In making changes from one part of the tableau to another, only the top card of any pile may be moved at a time, so that if it were desirable to separate a 5 and 6, in order to build them on a 7 elsewhere, a space must be found for the five in order to free the 6.

The player is not obliged to make any changes in the tableau, but when he ceases to do so, or has none to make, he turns up the top card from his "stock" on his right. If this is playable on any foundation, it must be put there at once.

He leaves the last card turned up on the top of his stock, and turns up the top card from his hand, the pile on his left. If this is playable, he may be able to make such changes as will enable him to use the top card of his stock, and resume turning up from that, as it is always most desirable to get rid of all the stock cards as soon as possible. In this way he may turn from hand and stock alternately, until he comes to a stop, and can make no further plays. The last card turned from his hand must be laid face up between his hand and his stock and forms the first card of his discard or trash pile. It then becomes the turn of his adversary to play; and he proceeds to make whatever changes he pleases, turning up the top card from his stock as long as he can play them, and then from his hand when he can no longer play from his stock. The last card turned, which will always be from his hand, starts his trash pile.

Once the trash pile is started, there must be two cards face up in addition to the eight in the tableau and any in the foundations; one on the trash pile itself and one on the opponent's stock pile. The player has the privilege of playing on either or both these cards in either ascending or descending sequence, but in the same suit. Suppose the spade 8 is on the opponent's trash pile, the spade 7 or 9 may be played on it, and the 6 or 8 on the 7 again, or the 8 or 10 on the 9. The player is *not allowed to play on his own stock or discard* in this manner; only on his adversary's, but cards from any part of the tableau, or from his hand or stock, may be so played. A player can play the top card of stock; the top card of the hand, the top card of trash or any card at the end of tableau.

In his plays in the tableau, *he may use his opponent's trash or stock cards that are face up*; but neither player is allowed to fill a space with any card that is face up on a trash pile, and cards that fit on any of the foundations must be played there before another card is touched.

When the player's stock is exhausted he turns from his hand alone. As soon as his hand is exhausted, if it is his turn to play, he turns all his discard pile face downward and it then becomes his hand, to be turned up one card at a time as before, forming a new trash pile.

Penalties and Stops.—There is no penalty for making a false move, such as playing a red 7 on a red 8, or a 7 on a 9, but the mistake must be corrected by the adversary, and the card taken back.

If there is anywhere a card face up that can be played on the foundations, and the person whose turn it is to play touches any other card before playing that card on the foundation, his opponent may call a stop, and take up the play himself. If the

card has been turned from the hand or stock, it must be returned to its position when the stop is called. Toward the middle of the game, with 14 or more cards in sight, it requires a sharp eye to prevent overlooking stops.

Game.—The player who first gets rid of all his cards, by placing them on the tableau, the foundations, or his opponent's stock or trash piles, wins the game, for which he gets 30 points. In addition to this he gets 2 points for each card remaining in his opponent's stock, if any, and 1 for each card remaining in his opponent's hand or trash pile. When neither player can play the player with the least number of points wins the difference.

SINGLE PACK RUSSIAN BANK

Only one pack is used and the dealer gives 26 cards to each player, 2 the first time, then 3 at a time. Each picks up the cards face down, and the non-dealer lays out the top four, face up, in a row. If he can make any builds, he does so at once, filling the spaces until he has to stop. The dealer then lays out four, and makes any changes in the eight piles until he has to stop.

All changes are made by building in both sequence and suit, and the sequences may be started either way, according to the player's choice, but once started they must be kept going that way. Suppose the first four cards are H 7, C 6, D 8, H 8. The player may put the H 7 on the 8, or the 8 on the 7. He then fills the space with a card from his hand. If that makes no change, say S 10, the dealer lays out, let us say, the H 9, C 5, C 7, D K. He puts the H 9 on the 8, the club 6 on the 7 and the 5 on that, and fills the three spaces from his hand.

Suppose he turns up the C 4, D 7 and H J. He builds and still has two spaces, turning H K and S 6. His four spaces being now filled, and no further play, the non-dealer turns a card. If this cannot be played, he puts it face up on his trash pile. As long as he can play he turns up. As soon as all the cards are in the trash pile, it is turned face down and run through again. The winner is the one that first gets rid of all his cards, the loser paying for each he has left in hand or trash pile.

As the cards are built in suit as well as in sequence, the player is allowed to move an entire pile to another pile provided it continues the sequence, so as to get more space. For example: One pile shows the 5, 6, 7 of hearts, with the 5 on top. Another pile contains the 9, 10, J of hearts with the 9 on the top. If the player draws the 8, he can put it on the 9 and lift the 5, 6, 7 making one pile from the 5 to the J, and giving him a space.

There being a space, he can now reverse the sequence if he wishes to do so, starting with the 5, which will now be the bottom card, and bringing the J to the top. This may be desirable if the K of hearts is in another pile, and he hopes to draw the Q; or if he knows the Q is in the discard or trash pile, which he will presently have to turn over and play through again. Any

sequence may be reversed in this manner if there is a space in which to do it. Reversing may also shut off an opponent's cards. If a card is drawn that will fit at the bottom of a sequence, such as drawing the 9 of spades when the 6, 7, 8 are on the table, with the 6 on the top, the 9 cannot be played unless there is a space. If there is a space, the 9 can be slipped under the 8, as that is the same thing as putting the 9 in the space and shifting the 6, 7, 8 to it.

Cards turned up may be placed on the opponent's trash pile if they fit in sequence and suit, but cards cannot be taken from the foundation for this purpose.

Red Dog or High-Card Pool

The Pack.—52 cards, ranking from the A, K down to the 2.

Players.—Any number from 3 to 8. Positions at the table may be cut for. The lowest takes his seat and the first deal; the next lowest to his left, and so on.

The Pool.—Before the deal, each player contributes one counter to the pool. If any player wins the entire pool, all contribute equally again to form a fresh pool, one counter each.

Dealing.—Any player may shuffle, the dealer last. Player on the right cuts, leaving at least 5 cards in each packet. Cards are dealt from left to right, one at a time, until each player has 5. The remainder of the pack is left on the table, face down, for the stock.

The Play.—Player on dealer's left has the first say. After examining his cards he can pass, paying one counter forfeit to the pool and abandoning his hand; or he can bet any amount not exceeding the number of chips then in the pool, that he holds a card of the same suit as the one then on the top of the stock, and of higher rank. As soon as he puts up his bet the dealer turns up the top card of the stock.

Suppose it is the spade 8. If the bettor can show a higher spade he wins as many chips from the pool as he bet. If he fails, his bet goes into the pool. He shows only one card. The card turned up from the stock goes into the deadwood, with the bettor's hand, and the next player to the left has a chance to bet or pass. It is obvious that two high cards in two different suits are required to make a safe bet. Four aces would be a certainty.

When all have bet or passed, including the dealer, all the cards are gathered up and the deal passes to the left. Any chips remaining in the pool are added to by the usual contribution from each player of one counter for the new deal.

Solo or Slough (Sluff)

The Pack.—36 cards, Ace high, Six low.

Number of Players.—Three or four, the dealer sitting out when four play. Note: Five, six or seven also may play this game in this manner, i.e., all but the three actual players sit out in their respective turns.

Rank of Cards.—Ace, ten, king, queen, jack, nine, eight, seven, six.

Counting Value of Cards for Results.—Ace, 11 points; ten, 10 points; king, 4 points; queen, 3 points; jack, 2 points; the remainder of the cards have no counting value.

Cutting for Deal.—Spread the pack face down, each player drawing one card, the lowest card gives preference either to deal or to receive the eldest hand.

Shuffling.—Any player may shuffle, dealer last. Player to dealer's right cuts the cards leaving at least five cards in each packet.

Dealing.—Deal all cards to the left one at a time. The first, fourth and eighth card in a separate place, these three cards constitute the widow and are known as the "Slough" cards.

Misdealing.—It is a misdeal and the same dealer must deal again,

If he fails to offer the pack to be cut.

If any card is exposed during the deal.

If the pack is imperfect.

If a card is found faced in the pack.

If too many or too few cards are dealt
to the players or the widow.

If the widow is not dealt at the proper time.

Chips for Counting Purposes.—Each player is provided with 11 chips of one color of a value of 10 points each and 10 chips of a different color of a value of 1 point each, the total value of each player's chips being 120 points.

A Frog.—In a Frog hearts are trumps, other suits being non-trump. The player making a Frog adds the widow to his hand and discards an equal number of cards, which form a part of his count for points after the hand is played; these discards are not exposed and the widow is not exposed when given to the player making the Frog. **A Variation:**—In a great many localities what is known as "Straight Solo" is played, there being no Frogs played at all, the Simple Solo and Heart Solo points having a value of one to two respectively.

A Simple Solo.—When a player wishes to Solo (meaning "Simple Solo") he merely says "I offer to Solo," it not being necessary for him to tell the suit he intends to name as trump until the others to his left have passed, or, in the event that there has

been from a player to his right an offer to "Frog" and this offer to "Frog" has not been raised to a "Heart Solo" offer over his "Simple Solo" offer; then as a bid of a "Simple Solo" has been granted him he must name the trump he intends soloing in before the eldest hand leads. The one soloing is given credit for the count value of the cards that are in the widow, which widow is not exposed until after the hands are played; the widow being left face down on the table in a separate place until this time. In a "Simple Solo" either spades, clubs or diamonds may be named as trump.

A Heart Solo.—A "Heart Solo," which is the highest bid, is the same as the Simple Solo with the exception that hearts are trump.

Object of the Game.—To take in on tricks the cards of point counting value, to the collective value of 60 or more points; values of the counting cards are given under heading Counting Value of Cards.

Bidding.—After the cards are dealt, the age may either pass or state that he will play a Frog, a Solo, or a Heart Solo, terms of which are previously explained. When a player passes, the bid goes to the left. When the bid arrives to the dealer and all have passed and the dealer also passes, there is a new deal, the deal changing to the left as if the hand had been played. A player who bids a "Frog" may raise his bid to a "Heart Solo" over an adversary's bid of a "Simple Solo."

Paying Losses.—The first player unable to pay his losses from his allotment of chips (as noted above) loses the game, but a player who can exactly pay his losses may continue playing until unable to do so. **A Variation:**—The Couer d'Alene game is a variation wherein each hand constitutes a game complete, 61 points is necessary to win, excess points are not considered (bidder making 60 points ties game and deal passes to left). In Couer d'Alene the settlements for winnings and losses are computed as follows: 1 chip for a Frog; 2 chips for a Simple Solo; 3 chips for a Heart Solo.

The Play.—When a "Frog," "Simple Solo" or "Heart Solo" is played, the bidder collects from the remaining two hands, but not from the dealer, for each point in excess of 60, if he fails to make the 60 points, he pays all of the other players including the dealer for each point below 60, to the following ratio:

In a Frog,	1 chip for each point below or above 60
In a Simple Solo,	2 chips for each point below or above 60
In a Heart Solo,	3 chips for each point below or above 60

The dealer receives but does not pay. **A Variation:**—In some localities the dealer both receives and pays or varies this by receiving only in Frogs, and both receiving and paying on Solos (Simple and Heart).

After the trump is named the player to the left of dealer leads any card, each player to the left, including the bidder, must

follow suit if possible; if unable to follow suit led, a player must trump if he has a trump. The highest card of suit led wins trick, unless trump is played, in which case highest trump played wins the trick. The bidder plays against the two remaining hands his object being to take in on tricks cards of collective point value of 60 or more against their combined efforts.

The Revoke.—When a bidder revokes by failing to follow suit or trump when holding trumps and having none of suit led, the hand is played out, but the bidder cannot collect if he makes more than 60, but must pay if he makes less than 60. Should one not the bidder revoke in this manner, the same rule applies.

After a hand is played out the point value of the counting cards taken in by the bidder (including the widow) is counted, he pays the remaining players or is paid by them according to the collective value of his cards and according to what he has played—A Frog, Simple Solo or Heart Solo.

A Variation—The Penalty Frog.—This pays the bidder if made the same as the regular Frog, but if the bidder does not make the necessary 60 points he pays the other players at the rate of a Heart Solo.

TO PLAY SOLO

The preferential Lead or Echo Play is the system by which to show your partner by your lead the strength of your hand in its separate suits and trumps. To play a good game it is absolutely essential to understand these leads.

It would be well to commit to memory the following:

“Through from nothing—Up to from something—hearts, diamonds, clubs, spades—second high in leading through maker of trump” explained as follows, i.e., lead through party playing hand from nothing (meaning you have the lead, player to your left is maker of the trump and the player to his left is your partner, you lead a weak suit, the maker either follows suit or trumps and by leading this weak suit your partner who has the last play may take the trick or let it go, being regulated by the character of his hand, and remembers your weak suit for later reference). “Up to party playing hand from something.” This means you have the lead, your partner is at your left and the maker of the trump at his left. You lead from one of your stronger suits, which of course is likely to be a weak suit of your partner, and from the size of the card you lead your partner can tell whether or not you will take the trick and make his play accordingly, and also play accordingly on the next trick. “Hearts, diamonds, clubs, spades, second high in leading through maker of the trump.” This last quotation gives note of the preferential lead and is described as follows: The cards rank as follows: hearts, diamonds, clubs, spades, for instance; A, B, C and D are playing; A deals, B passes, C offers to Simple Solo, D passes, B being the age has the first lead, Clubs are trump, B holds the ace or ten in both hearts and diamonds, and neither an ace or ten in spades, by B's lead of a spade his partner D knows that B has either an ace or ten in

both hearts and diamonds. Should B have an ace or ten in hearts, diamonds and spades B's lead of a club (trump) would show this to his partner D. To further illustrate, should you have the ace or ten of hearts your lead of a diamond would show this to your partner; should you have an ace or ten of hearts and diamonds (but not spades) your lead of a spade would show it; should you have the ace or ten in hearts diamonds and spades your lead of a club (trump) would show it.

What constitutes a HAND:

A Simple Solo Hand: Three aces and a ten (the ten the same suit as one of the aces).

A Heart Solo Hand: Four aces and three hearts.

PROGRESSIVE SOLO

Denver Athletic Club Variation

The Bids.—In this variation there are five standard bids, which outrank one another in order. These are: Frog, Spade Solo, Club Solo, Diamond Solo, Heart Solo. The player to the left of the dealer bids or passes, and each in turn to the left must overcall or pass. If a player's first bid is overcalled, he may bid again, if he can go higher. In the lowest bid, Frog, the three widow cards are not exposed and are taken into the hand of the bidder who then discards any three cards face down. The cards that bidder discards face down always count for him at the end of the hand.

Payments.—The bidder wins or loses according to the rank of his call, for every point over and under 60. For a Frog, 1 chip; for Spade Solo, 2 chips; for Club Solo, 3 chips; for Diamond Solo, 4 chips; and for Heart Solo, 5 chips. If both sides make 60, it is a tie.

The Double.—Any player in his turn may double a bid instead of passing or overcalling it. If the doubled bid stands the bidder is in a position to lose twice the usual amount to all of the remaining players, or to win twice the amount from the player making the double, and the usual amount from the other active player. If the bidder redoubles the above computation is figured at four times the usual amount. If the double or redouble is taken out with a higher bid, it is void.

The Pots.—It is usually agreed to make up two pots, each player contributing an agreed number of chips to the Frog pot, and twice as many to the Solo pot. These are kept separate. If the bidder succeeds, he takes the pot he plays for; but if he loses, he must double the number of chips in that pot. This is in addition to the usual payments for each point over or under 60, of course.

Six Bid Solo or Slough (Sluff)

A Salt Lake Variation

This is a variety of Solo, eliminating the Frog bid.

The Pack.—36 cards, ranking from the A, 10, K, Q, down to the 6. In play, the aces are worth 11 points each, tens 10, kings 4, queens 3, jacks 2. This amounts to 120 for the pack.

Number of Players.—Three are active. If there are four at the table, the dealer takes no cards; but is paid if the bidder fails. If the bidder succeeds, the dealer (4th player) does not pay him.

Counters.—U. S. Poker Chips of different colors, representing different values, as agreed.

The Deal.—Anyone can deal the first hand, after which it passes in turn to the left. The pack being properly shuffled and cut, 4 cards are dealt to each of the three active players, then 3 to each and 3 for the widow, then 4 to each player. This gives 11 cards as the playing hand on which bids are made.

Objects of the Game.—Each player in turn, beginning to the left of the dealer, bids to secure the privilege of playing a certain game, which he considers best suited to his hand. There are six of these games, which outrank one another in the order following. No player can change his bid, except to make a higher call when he is overcalled by another player. To win his game, the bidder must take in at least 60 of the 120 points on the cards. The points in the widow count for him.

The Games, or Bids.—These are as follows:

1. Solo. If this is not overcalled, the player names spades, clubs, or diamonds, for the trump, and the player to the left of the dealer leads any card he pleases. The widow is not touched until the last trick is played. For every point the bidder takes in beyond 60, he receives 2 chips from each of the two active players. If he fails to reach 60, even with the aid of the points in the widow, he pays 2 chips to each, including the 4th player, if any.

2. Heart Solo. This overcalls Solo. Hearts must be trumps, and the bidder wins or loses 3 chips for each point above or below 60.

3. Misere. There are no trumps, and the bidder undertakes to avoid taking in a single counting card. The moment he takes a trick with a counting card in it, the hand is abandoned, and his game is lost. The cards in the widow are not counted. This bid wins or loses a flat rate of 30 chips to each of the other players, with the usual rule for the 4th player.

4. Guarantee Solo. If the player names hearts for trumps, he must make at least 74 points, in play and widow. If he names any other suit for the trump, he must make 80 points. This game wins or loses 40 chips flat to each player.

5. **Spread Misere.** There are no trumps, and the player to the left of the bidder leads, no matter who dealt. The other plays to the lead, and the bidder's cards are then laid on the table face up, but his opponents cannot dictate the order in which he shall play them. The widow is disregarded. If the player does not take in a single counting card he wins 60 chips. If he loses, he pays 60 to each.

6. **Call Solo.** The bidder asks for a named card. Any player holding that card must give it to the bidder, and take one in exchange. If the card asked for is in the widow, there is no exchange of cards. After the exchange, if any, the bidder names the trump, and undertakes to win the whole 120 points, counting those in the widow. The moment the opponents take in a counting card, the bidder's game is lost. If he has named hearts, he wins or loses a flat rate of 150 chips to each player; if he has named any other suit, 100 chips.

Ties.—In the first two bids, Solo and Heart Solo, if each side takes in 60 points, it is a tie, and the bidder neither wins nor loses.

The Widow.—After the hand is played out, the widow is turned face up, and any points in it are counted to the bidder, except in Misere, when the widow is not touched.

The Play.—Except in a spread misere, the player to the left of the dealer always leads for the first trick, any card he pleases. The next player must follow suit if he can and is obliged to trump if he cannot follow suit.

Revokes.—If the bidder revokes, he cannot win anything, even if he makes the number of points required by his bid, but he does not lose anything. If he fails to make the required number of points, he must pay. If one of his adversaries revokes, neither of them can win anything, but they must pay losses, if any. In a misere, a revoke loses the game at once.

Solo

The Pack.—32 cards, A, K, Q, J, 10, 9, 8, 7 of each suit.

Number of Players.—Four.

Rank of Cards.—Queen clubs (Spadilla) is always highest trump; 7 of trump suit (Manilla) next highest trump; queen spades (Basta) next highest. Aside from these three cards, all suits rank A (highest), K, Q, J, 10, 9, 8, 7 (low).

One suit is selected (generally clubs) as "color," for the entire sitting. When this suit is named as trump, it is called "in color," and it increases the value of the game played. (See Values of Games.)

Cutting.—Instead of cutting, any player deals cards around to the left, one at a time; player first receiving a club deals for the play.

Dealing.—Any player may shuffle, dealer last, and player at dealer's right must cut, leaving at least five cards in each packet.

Deal eight cards to each in three rounds—three, then two; then three in rotation to the left, beginning with eldest hand.

Stakes.—The dealer places an agreed number of chips in the pool before his deal. This pool is won by the first player winning a Solo in Color (clubs in four-hand game; diamonds in three-hand game), Solo Do or Null Ouvert. A player trying any one of the three bids and fails to make it, doubles the pool.

Object of the Game.—To win a certain number of tricks, with or without a partner.

Forms of Games.—*Frog or Simple Game.*—Bidder names trump suit, and calls for the ace of another suit. Player holding this ace becomes bidder's partner. Players do not know who this partner is until the called ace is played. If player calls for an ace of a suit of which he holds none, he must so declare before play begins, and place a card, face downward before him, which is then considered as belonging to suit of called ace, and must be played when such suit is led. Bidder and partner win the value of the game from opponents if they win five tricks; if they fail to win five tricks, they lose the value of the game to opponents. Holder of Spadilla and Basta (queens of clubs and spades) must announce it unless he bids Solo, or a Solo bid has already been made by a previous bidder. If no Solo bid is made then the holder must call for an ace to make trump, but not in the suit of called ace.

Solo.—Bidder names trump suit, and plays alone against the three others. If he wins five tricks, he wins the value of the game from each opponent. If he fails to win five tricks, he loses the value of the game divided equally among his opponents.

Thus: if Common Solo (9 points) each opponent gives the winner three chips.

Solo-Do or Tout.—Bidder names trump suit, and plays alone against the three others. If he wins eight tricks, he wins the value of the game. If he fails to win eight tricks, he loses the value of the game to each opponent and doubles the pool.

Null Ouvert.—This bid is now seldom played as it may ruin a Solo-Do bid. It is a bid not to win a trick, and player lays his hand on the table face up. There is no trump nor any Matadores. The cards rank A, K, Q, J, 10, 9, 8, 7. If bidder does not take in a trick he wins the pool and 14 chips from each opponent. If he is forced to take in a trick he doubles the pool and pays 14 to each opponent.

Bidding.—Players bid for the privilege of naming trump.

Bids rank (1) Simple Game in suit (lowest); (2) Simple Game in color; (3) Solo in suit; (4) Solo in color; (5) Tout in suit; (6) Tout in color; (7) Null Ouvert if played.

Eldest hand has first bid. If he wishes to play a Simple Game, he says, "I ask." Player to left of eldest hand may then make the next higher bid, by asking, "Is it in color?" If eldest hand is willing to make color trump, he says, "Yes;" if not, he passes, when next player in turn takes up the bidding or passes. This order of bidding continues until no player will bid higher.

Example: A is eldest hand and says, "I ask." B, having a fair hand in clubs, asks, "Is it in color?" A passes. C announces Solo, which bid outranks B's, as he cannot play a Solo after having asked. D has a good club Solo hand and asks of C, "Is it in color?" whereupon C passes. D is highest bidder and plays alone against A, B and C with clubs (color) as trump.

Forcee.—If no player makes a bid, player to the left of dealer leads any card he chooses; player taking in the last trick pays four chips to each opponent. Player taking in all the tricks receives four chips from each player. There are no trumps or Matadores. Rank A, K, Q, J, 10, 9, 8, 7.

The Play.—After trump is named, eldest hand leads any card. Each player in turn to the left, plays a card, and must follow suit, if possible. Holding no card of suit led, player may trump or discard a card of another suit. Highest card played of suit led wins the trick, unless trumped, when highest trump played wins. Winner of first trick leads for second, and so on until the hands are played out, or until bidder wins or loses his game. In playing Simple Game or Solo, if side or player making the trump win the first five tricks, they must abandon their hands; or, if they lead for the sixth trick they must continue playing, they must win all eight tricks or forfeit.

Black Jack or Vingt-et-un

(TWENTY AND ONE)

The Pack.—Full pack, 52 cards.

Number of Players.—Any number may play.

Rank of Cards.—Cards have no relative rank, but the counting value is as follows: K's, Q's and J's, 10 each; Aces, 11 or 1; others are counted at pip value, 9's 9; 8's 8, etc.

Stakes and Counters.—Each player begins with an equal number of counters. A limit to the betting is decided upon before play.

Cutting.—Any player deals cards, one at a time, around to the left. Player first receiving an ace is dealer and banker for the first hand, after which the deal passes to the left; or he may be the banker until some other player turns up a natural, the banker having none to offset it.

There are various ways of changing the dealers, as, for instance, allowing dealer to deal a certain number of hands, or until he has won or lost a certain amount, or until pack is exhausted, or until some player holds a natural, and takes the bank. Usually, however, deal passes to the left, each player dealing one round, in turn.

Betting Before the Deal.—Before cards are dealt, each player, except the dealer, makes a bet, placing the counters or chips before him. This bet must not exceed the limit, and in some localities a fixed amount is set for this bet, such as one or two chips. (In one variation, player is allowed to look at the first card dealt him before staking. Another allows a player, when he gets a pair in the deal, to separate the two cards and place a stake upon each one.) Dealer makes no bet, but is the banker, who takes and plays all player's bets.

Objects of the Game.—To hold cards, the collective pip value of which most nearly approaches 21, without passing that number.

Dealing.—Dealer gives each player two cards, face down, one at a time, in rotation to the left. Deal passes to the left.

Drawing and Settling of Bets.—Each player examines cards dealt him. If dealer's cards consist of an ace and ten (or court card), it is called a "Natural," and each player (unless he also has a natural) loses twice the amount he has staked. Should a player have a natural and dealer none, dealer must pay player double. (In some localities, player holding a natural is allowed to take all stakes on table, but this custom is not general.)

If no player receives a natural (or after players, other than dealer, have been paid for naturals held), each player in turn

may ask for a card so as to bring the pip value of his hand nearer to 21. Drawing begins with eldest hand, and he may draw one card at a time until he is satisfied, or until the pip value of his hand exceeds 21. In latter case he must abandon his hand and pay his stake to dealer. Next player to the left draws in same manner, and so on until each player is either satisfied or overdrawn. The dealer then turns his two cards face up, and draws. If dealer overdraws, he pays each player who has not overdrawn the amount of that player's stake. If dealer has 21 or less players having same amount are tied, and neither win nor lose; those holding less lose their stake, while those holding more than dealer, but not more than 21, win the amount of their stakes.

A player having two Aces can separate them, making a bet of each. For Naturals the banker must pay double for each Natural if he does not also draw a Natural; if he does they are tied, neither winning nor losing.

Splitting.—When splitting a pair the player finishes drawing to the first card before drawing to the second.

Next deal is made with remainder of pack left over from previous deal. When entire pack is dealt out, all discards are gathered and shuffled, and deal continued.

MACAO

A variation of Vingt-et-un, only one card being dealt. Tens and court cards do not count; aces count one. Nine is number to be reached instead of 21. A player receiving nine in the first deal, is paid three times amount of his wager; an eight twice the amount; or a seven, the amount he has staked. The dealer, if he receives a nine, eight or seven on the deal, is paid by each player three times, twice, or once the amount of such player's stake. Otherwise, the game is played on same principle as Vingt-et-un.

FARMER

Use full pack, with the four eights and the sixes of diamonds, clubs and spades discarded. Spot cards count at their pip values, court cards 10, and aces 1. Each player places one chip in center of table, forming the Farm (or pool). This is sold to highest bidder, who must deposit in the Farm as many chips as he bid. He then becomes dealer and banker. One card is dealt to each player, and each must draw one card, and may draw more, if desired, as in Vingt-et-un, the object being, however, to reach 16 points, instead of 21. If a player overdraws, he does not announce it until the hands are exposed. Any player having exactly 16, wins the Farm and all it contains. If two or more players have 16, the one holding the six of hearts wins; or, if no one has this card, the 16 made with fewest cards wins. If this is a tie, eldest hand wins. If no one has exactly 16, the Farmer still remains in possession of the Farm, and thus holds it, deal after deal, until someone wins it by holding exactly 16.

Whether Farm changes hands or not, after hands are exposed,

all who have overdrawn pay dealer one chip for each pip they hold over 16. These chips are the Farmer's own property. Those holding less than 16 pay nothing to dealer, but the one nearest to 16 receives one chip from each of the other players. Ties are decided by the possession of the six of hearts, fewest cards, or the eldest hand, as above. When the Farm is won, it is emptied by the winner, and a new pool is formed and sold as before.

SEVEN AND ONE-HALF

The Pack.—40 cards (the 8's, 9's and 10's of each suit being discarded).

Number of Players.—Any number may play.

Rank of Cards.—Cards have no relative rank, but their counting value is as follows: K's, Q's and J's, one-half point each; spot cards counting their pip value; aces 1; deuces 2, etc.

Cutting—Usually one player is selected to act as banker, and to receive the first deal. If desired, any player may deal the cards, one at a time to the left, the first player receiving an ace taking the deal.

Object of the game.—To hold cards, the collective pip value of which most nearly approaches Seven and One-half, without passing that number.

Dealing.—Dealer gives each player one card, dealing to the left.

Betting.—After examining his card and before any further cards are served by the dealer, each player examines the card given him and bets any amount within the limit, fixed at the beginning of the game. As all bets are made after the player has seen his card, the dealer may, after examining his card, and before serving any of the players, require all players to double their bets. There is no redouble.

Drawing.—After all bets are made, the eldest hand may stand or draw cards, as he may elect. Cards may be drawn until he is satisfied, or the collective pip value of the hand exceed seven and one-half. A player who overdraws must announce the fact at once, abandon the hand and pay his stake to the dealer. All cards drawn are served face up. The remaining players are served in a similar manner. The dealer then turns his card face up and either draws or announces that he will stand. Should he elect to stand, he takes all bets from players having an *equal* or less number of points in their hands and pays to those having a greater amount. Should he overdraw or "break," he must pay all players who have not previously overdrawn.

Should any player draw exactly seven and one-half, he must announce the fact at once and expose his entire hand. Should the dealer not draw exactly seven and one-half, after serving the remaining players, he must pay to each player drawing seven and one-half, double the amount of their stake. Should the

dealer draw exactly seven and one-half, he collects double the stake of each player who has not previously overdrawn, regardless of whether or not other players may hold hands of similar value.

Splits.—Should the first card drawn by a player be of the same value as the original card served him and their combined pip value *not exceed* seven and one-half, he may "split" the pair, betting on the second card an amount equal to the original bet. Cards are served to either hand first, but one hand must break or be satisfied before cards are served to the second. The first card served to either card of the split pair is served *face down*. Should the first card served to either of the split pair be of the same value as the split, a third hand may be formed, etc.

For Example: The first card served a player is an ace. He bets two chips and asks for a card. This card proves to be an ace and he announces a split, betting two chips on the second ace. He then draws to the first hand again and receives a third ace. Another split is announced and two chips bet on the third hand. He then draws to each hand separately until satisfied or until he overdraws.

Change of Deal.—The first player to the dealer's left to expose seven and one-half, when the dealer fails to draw a similar hand, takes the deal. If more than one seven and one-half is turned, each player holding such hand has the option of dealing, should those ahead of him decline the deal. Should all decline, the deal remains unchanged, but the dealer must pay double on these hands, even though he retains the deal. In some localities, a player who does not desire to deal when he has the opportunity, may dispose of the deal to another player, or he may pool his chips with another player. In this case only one card is served to both players pooling their chips. When the deal is lost, the chips in the pool are equally divided.

Misdeal.—There is no misdeal, but a player is not compelled to accept a card exposed during the deal.

As *Seven and One-half* is a variation of *Vingt-et-un*, the rules of the latter game govern it in so far as they do not conflict.

BACCARAT

This is a variety of *Vingt-et-un*, one player being the banker, the others, from three to eleven, the punters. Three packs of cards are shuffled together and used as one. The court cards and tens count nothing; all pip cards, including the ace, reckon at their face value. The object is to secure cards whose total pip value most closely approaches eight or nine. An eight made with two cards is better than a nine made with three.

Players make their bets on the right or left of the table, any amounts they please, before the deal begins. The banker

lays the cards before him, face down, and slips off the top card, giving it to the player on his right, face down. Then he gives a card to the player on his left and then one to himself. This is repeated and then the three players examine their two cards.

If any of the three has eight or nine he shows it at once. If the banker has eight or nine and neither punter has as much, the banker wins everything on the table. If either player has more than the banker, he wins. If equal, it is a stand-off. All the bets made on the side of the table on which the player sits must be paid or lost according to the success or failure of the player holding cards who sits on that side.

If no one has eight or nine the banker must offer a card face down, to the player on his right. If he refuses it, it is offered to the player on the left, and if he refuses it, the banker must take it. If the player on the right takes it, the one on the left may ask for one, but the banker is not obliged to take a card if his offer is accepted by either punter. Cards so drawn are at once turned face up. Only one draw is allowed and the cards are then turned face up. Ties are a stand-off, but the banker pays all bets on the side of a punter who has nearer nine than himself and wins all on the side that is not so near as himself, so that he may win from both or lose to both.

Monte Bank

The Pack.—40 cards, leaving out the 10's, 9's and 8's of each suit.

Number of Players.—Any number can play, one being selected as banker, who places upon the table the full amount that he purposes risking on the game.

The Play.—The banker takes the pack and shuffles it thoroughly, offering it to the players to cut. Holding the pack face down, he draws two cards from the bottom and places them face up on the table. This is known as the "bottom layout." He then takes two cards from the top of the pack, still holding it face down, for the "top layout."

The players bet on either layout any amount they please up to the limit of the bank. The remainder of the pack is then turned face up and the card that shows is known as the "gate." If it is the same suit as either of the cards in the top layout, the banker pays all bets on that layout. If there is a card of the same suit as the gate in the bottom layout the banker pays that also. The banker wins all bets on a layout which has no card of the same suit as the gate.

All bets settled, the two layouts are thrown aside, the pack is turned face down, the old gate discarded, and two fresh layouts are made and bet upon. A new gate is shown, and this process is continued until the pack is exhausted.

Faro and Stuss

The Pack.—52 cards, which have no rank, the denominations being all that count.

Number of Players.—Any number can play against the banker, who is usually selected by his offer to put up a certain amount to play for.

Counters.—All bets are made and paid in counters, the red being worth five whites, the blue five reds, and the yellow five blues. There is always a limit on the bets, which is doubled when only one card of the denomination bet on remains in the dealing box. This is called a Case card.

The Layout.—Upon the table is a complete suit of spades, usually enameled on cloth. The ace is nearer the banker on his left, and that row ends with the six. The seven turns the corner, and then the cards run up to the king, which is opposite the ace, a space being left between each card and its neighbor.

The Deal.—The cards are shuffled and placed in a dealing box, from which they can be withdrawn only one at a time. The top of this box is open and the face of the top card can be seen. This is called Soda. The dealer pulls out two cards, one at a time, the first card being laid aside, the one under it being placed close to the box; and the next one left showing. The card left in the box wins; the one beside the box loses. Players bet upon what the next card of any denomination will do, win or lose.

The Bets.—A bet placed flat upon a card says it will win when next it shows. A bet with a copper on it means that the card will lose. Bets may be placed in twenty-one different ways, between two cards, behind three, on the corners, and so forth, each taking in a different combination. If any card embraced in the combination shows, the bet is either won or lost. A player having two bets on different cards, one to win, the other to lose, and losing both sets on one turn, is whipsawed. Same cards on same turn is a split.

Payments.—The banker pays even money on all bets but the last turn. When only three cards remain, all different, they must come in one of six ways and the bank pays four for one if the player can call the turn. When there are two cards of the same denomination left in for the last turn, it is a cathop, and the bank pays two for one. Bank takes half on splits. In "Stuss" he takes all.

Stuss is a variation in which the cards are dealt from the hand, instead of using a box, and the dealer takes all bets on "splits"; two cards of the same denomination coming on the same turn.

Napoleon

The Pack.—Full pack, 52 cards.

Number of Players.—Two to six; best four-hand.

Rank of Cards.—Ace (high), K, Q, J, 10, 9, etc., to 2 (low).

Cutting.—Cut for deal—low deals, ace being lowest card.

Shuffling.—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Deal five cards to each—three, then two, or two, then three, in rotation to the left, beginning with eldest hand. Deal passes to left. In five or six-hand, dealer takes no cards.

Misdealing.—Misdeal does not lose the deal. Deal out of turn stands good. Too many or too few cards dealt, cards faced in pack, or exposed by dealer, failure to have pack cut, or to deal same number of cards to each player on same round, require new deal by same dealer.

Objects of the Game.—To take tricks.

Making the Trump.—Each player in turn, beginning with eldest hand, may bid for trump, naming number of tricks he will take playing alone against all the others, but not naming suit on which he bids; or he may pass. Highest bidder names trump. One bid only is allowed each player. Bid of five (called "Nap") is ordinarily highest possible bid. Sometimes bid of three tricks, no trump (called "Misère") is used, and ranks between three and four tricks with a trump. A bid once made must stand. If no one bids, dealer must bid at least one.

Higher bids than Nap are sometimes allowed. A bid of Wellington outranks Nap, and a bid of Blucher outranks Wellington. (See scoring.)

The Play.—Bidder leads, and must lead trump. Players must follow suit, if possible. Winner of first trick leads any suit for the second. A player who cannot follow suit may trump or "throw off" a card of another suit. All tricks taken in should be arranged face down, so they may be readily counted.

A trick once turned cannot thereafter be examined. Highest card of suit led, wins trick, unless trumps be played thereon, when highest trump played wins. When hands are played out and points scored, the cards are dealt again, and play proceeds as above.

Irregularities in Hand and Play.—If a player holds incorrect number of cards, he must claim a misdeal before he bids or passes; otherwise hands must be played as dealt. In this case, if bidder's hand is correct, and he fails to take number of tricks bid, he neither wins nor loses; but if successful, he must be paid. If bidder has more than correct number of cards, and takes number of tricks he bid, he scores nothing; if less than correct number, must pay or be paid as he wins or loses. He loses any tricks upon which he has no card to play.

Bidder leading out of turn must take back card led unless all have played to it, when lead must stand. Adversary leading out of turn must at once pay bidder three counters, and is not paid if bidder loses. Bidder suffers no penalty for leading out of turn.

Bidder revoking must pay each adversary amount of his bid, adversary revoking must pay amount bid to bidder for himself and each of the other adversaries. Hands are not played out after revoke is detected.

Scoring.—At beginning of game, each player is given an equal number of counters. If bidder takes number of tricks he bids, each adversary pays him a counter for each trick bid; if unsuccessful, bidder pays each adversary a counter for each trick bid. *Misère* bid is scored as bid of three tricks. Nap hand scores bidder ten counters from each player, if successful; if unsuccessful, he pays five to each.

Bidder of Wellington receives five counters; bidder of Blucher ten counters, from each other player if he wins all five tricks. If unsuccessful, bidder of Wellington pays each other player ten and bidder of Blucher pays each other player twenty counters.

Game.—The player who first loses all of his counters loses the game. Or, the player first winning a number of counters agreed on, wins the game.

Variations.—*Pools.*—Pools are sometimes made by each player putting up an equal number of counters; and each dealer in turn adding a certain number of counters. Pool may be further increased by player revoking being required to contribute five counters; and leads out of turn, three. The first player taking five tricks on a Nap bid, wins pool. Player bidding Nap and failing to take five tricks must double amount of pool.

Widow.—Five cards may be dealt, face down, on table as an extra hand 2-3 or 3-2 at a time, just before dealer helps himself. Player who takes widow must bid Nap and discard five cards, face down.

Peep Nap.—Variety of Pool Nap. One card only dealt to widow, usually on first round. By adding one counter to pool, any player may look at this card before bidding or passing, highest bidder taking the card without paying counter. He must discard one card to reduce hand to five.

Sir Garnet.—This is a popular modern variety of Nap. An extra hand of five cards is dealt, the dealer giving the cards for it just before he deals to himself in each round.

Each player in turn to the left, instead of making the usual bid, can pick up the widow and place it with the five cards originally dealt to him. From these ten he picks out any five he likes, discarding the others without showing them. He is then obliged to play Nap, but if he fails he loses double as much as he would have lost without the widow.

The ordinary Nap declaration wins ten counters from each player if it succeeds, but pays only five to each if it fails. In *Sir Garnet*, the loser of a Nap that takes the widow loses ten to each adversary.

Spoil Five or 45

The Pack.—Full pack, 52 cards.

Number of Players.—From two to ten, as individuals. Best five or six-hand.

Rank of Cards.—Ace of hearts is always third best trump. As trumps, the cards of the four suits rank as follows: Spades and Clubs, 5 (high), J, A hearts, A, K, Q, 2, 3, 4, 6, 7, 8, 9 to 10 (low). Diamonds, 5 (high), J, A hearts, A, K, Q, 10, 9, 8, 7, 6, 4, 3 to 2 (low). Hearts, 5 (high), J, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2 (low).

As lay (not trump) suits, the cards of the four suits rank as follows: Spades and Clubs, K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9 to 10 (low). Diamonds, K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 to A (low). Hearts, K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3 to 2 (low).

Cutting.—Instead of cutting, any player deals cards, one at a time, face up, around in rotation to the left, beginning with player next to him; first player receiving a jack deals.

Shuffling.—Any player may shuffle cards, dealer last, and player to dealer's right cuts, leaving at least five cards in each packet.

Dealing.—Deal five cards to each player—three, then two, or two, then three, in rotation to the left, beginning with eldest hand. After each, including dealer, has received five cards, next card is turned for trump.

Misdealing.—If pack is found to be imperfect, or any but the trump card found faced in pack, same dealer deals again. Too many or too few cards dealt; cards exposed by dealer; failure to have cards cut, or to deal same number of cards to each player on same round; dealer counting cards on the table, or in remainder of the pack, are misdeals, and next player to dealer's left deals.

Object of the Game.—To take tricks.

Robbing the Trump.—Player holding ace of suit turned for trump may exchange any card in his hand for card turned, if he wishes; if not, he must request dealer to turn down trump card, thus announcing that he holds ace, otherwise he loses right to exchange ace for trump card, and his ace becomes lowest trump, even if it be the ace of hearts. If ace is turned, dealer may discard at once and take ace into his hand after first trick. Eldest hand should ask dealer to do this before leading, but if dealer does not want ace, he may play with his original hand, announcing his intention.

The Play.—Eldest hand leads any card. Players in turn, if able to follow suit, must either do so, or trump. Should a player

hold no card of suit led, he may either throw off a card of another suit, or trump. Highest card played of suit led wins trick, unless trumped, when highest trump played wins.

Reneging.—Holding either five or jack of trumps or ace of hearts, with no smaller trumps, when a trump lower than the one held is *led*, player need not follow suit, even though a higher card than the one he holds falls on the lead.

Irregularities in Hand and Play.—A hand discovered in play to have too many or too few cards, must be discarded, face down, and its holder forfeit his interest in pool for that hand, the others playing without him. Player retains any tricks he takes previous to discovery that his hand is incorrect.

Player taking turned trump when he does not hold ace; exposing a card (except to lead or play to trick) after any player has taken two tricks; or throwing off when he should have followed suit, must discard his hand, face down, and forfeit his interest in that pool, on that and subsequent deals until pool is won. If not won on that hand, he must add to pool after each deal just as though he were eligible to win.

Scoring.—Each player begins with an equal number of counters. Each player puts an equal number of counters in pool, and, if pool is not won on first deal, each dealer in turn adds another counter. After pool is won, each player puts up equal number of counters for new pool.

Player who takes three tricks and immediately abandons remainder of his hand, wins pool. Should he continue to play, and take all five tricks, he wins pool, and in addition each player must give him one counter. Should he continue after taking three tricks, and fail to take all five, he loses pool. Pool then goes to next player winning three or five tricks.

Game.—First player losing all his counters loses game; or first player winning an agreed number of counters wins the game.

FORTY-FIVE

Variation of Spoil Five, for two, four (two against two), or six (three against three) players. Game is scored by points, side taking three or four tricks score 5 points; five tricks, 10 points. Sometimes each trick counts 5 points, and score of side taking fewest tricks is deducted from that of side taking most tricks. Thus three tricks count 5; four tricks, 15; five tricks, 25 points. 45 points is game.

Continental Rummy

(15 CARD)

Any number may play. For 2 to 5 players use two decks of 52 cards each including 2 Jokers. For each additional two or three players above four use another deck.

High card deals. Dealer shuffles and player to his right cuts the deck and shows bottom card of cut. If shown card is Deuce or Joker, the player who cuts takes it into his hand. If the card then showing on bottom of cut is likewise Deuce or Joker the one who cuts takes it also.

Each player receives 15 cards. Dealer tries to take off the deck the exact number of cards required for dealing. If he succeeds, he gets 1 point (or counter) from each opponent. If player who cut received a Deuce or Joker he is not dealt a card first time around. When deal is completed, next card is turned up and remainder of deck is placed face down on table.

Player arranges his hand as in ordinary Rummy, Deuces and Joker are wild. Player left of dealer draws first, and may take upturned card or top card of deck.

In order to "Rummy" all 15 cards must be matched and laid on the table *at one time*.

Rummy may be made three ways: (a) With five three-card sequences, (b) With three four-card and one three-card sequence, (c) With one five-, one four-, and two three-card sequences. Ace is high or low.

Scoring: Player calling "Rummy" receives 1 point from each opponent. Additional scoring cards in the winner's hand are 2 points for each Joker and 1 point for each Deuce from each opponent, e.g., player calling "Rummy" in a game of four people has in his hand two Deuces and one Joker. He receives a total credit of 5 points from each of the other three players, or a total of 15, and the others lose 5 points each.

Calling "Rummy" immediately after deal without drawing a card scores 10 extra points. "Rummy" after only one draw scores 7 points. In these instances winner does not get extra points for calling "Rummy." "Rummy" without Deuce or Joker at any time scores 10 extra points.

Solitaire

Napoleon at St. Helena

("Big Forty" or "Forty Thieves.")

Shuffle two entire packs of cards together and deal off on to the table, face up, four rows of ten cards, each from left to right—forty cards in all—called the *tableau*.

The object is to release the cards from the *tableau* and *talon* (see below), according to the following rules, so that they can build up in eight suits, beginning with ace, then deuce, etc., up to king.

In building, only the top card of the *talon* or a bottom card in the *tableau* can be used; the rule regarding the *tableau* being that no card can be used that has another card lying above it. Thus, at the beginning of the play, the cards in the bottom row of the *tableau* only are available, but as soon as one has been used the card which lies just above it can be used.

To Play: If there are any aces in the bottom row of the *tableau*, release them, and lay them in a row beneath the *tableau*, the aces forming the *foundations* for building.

Then examine the *tableau* and endeavor to release cards so as to build up on the *foundations* (following suit, or to build down in sequence within the *tableau* itself, following suit). Thus, if you have a king of hearts near the top of the *tableau*, and a queen of hearts which is available for use (no cards beneath it), the queen may be played on the king, and so on, playing available cards in descending sequence on to any card in the *tableau*. This should be done as long as such a play can be made, as it releases other cards desired for use. It is called *marriage*, and should be proceeded with with caution, as a sequence formed in a lower row may block a desired card above it, which might soon have been released.

As fast as aces are released, place them in the foundation row.

In plays in the *tableau*, create, if possible, a vacancy (in a straight line) in the top row. This space will be of great advantage in releasing other cards in the *tableau* or *talon*. Vacancies in the top row may be filled with any available card, either from the *tableau* or *talon*. The player will use his judgment about filling the vacancies as created, or wait for a more opportune time.

When all the available cards are played, deal out the remainder of the pack one card at a time, playing all suitable ones in descending sequence on the *tableau*.

The cards that cannot be played, either on the *foundations* or *tableau*, are laid aside, one on top of the other, face up, forming the **TALON**.

If the *foundations* cannot all be completed in the ascending sequence to the king suit, thus consuming all the cards in the

tableau and talon in one deal of the cards, the game is lost. There is no redeal.

TWENTY-FOUR CARD TABLEAU

This game is played according to the rules governing the preceding game (Napoleon), with the following exceptions:

Deal from left to right in forming the tableau, four rows of six cards each. The foundations can be built upon only in suits ascending in sequence to the king. The tableau can be built upon only in descending sequence in alternate colors. The player is entitled to redeal the talon.

TWENTY-EIGHT CARD TABLEAU

This game is played under the same rules as Napoleon, except in the following points:

Deal from left to right, four rows of seven cards each. The foundations must be built upon in ascending sequence, in alternate colors, regardless of suit. Available cards in the tableau must be built upon in descending sequence, in alternate colors, regardless of suit.

THIRTY-TWO CARD TABLEAU

Deal from left to right, four rows of eight cards each, to form the tableau. Any aces or suitable cards for the foundations may be played direct on the foundations, while dealing the cards to form the tableau. Build up on the foundations in ascending sequence, in suits only. Build down on the available cards in the tableau, in descending sequence, in alternate colors. Deal once only. In all other respects the rules for Napoleon will apply.

THIRTY-SIX CARD TABLEAU

Deal four rows, nine cards in each row. Build up on the foundation, in ascending sequence, in suits only. Build down on the available cards in the tableau, in descending sequence, in alternate colors. In all other respects the rules for Napoleon will apply.

Auld Lang Syne

Take four aces from a pack of cards and lay them out in a horizontal row (*foundations*). Then deal out the pack, one card at a time, into four piles, watching the cards closely and building on the foundations from any of the four piles whenever possible (it is not necessary to follow suit). No redeal is permitted.

A more difficult way is to leave the aces in the pack and place them in position as they come out in the deal.

Still another way is to follow suit in building. Two redeals are permitted when played this way.

Multiple Solitaire

Although called solitaire, this is a game for four players, and the object is to see which of the four can get rid of the most cards, each having his own pack, but the ace foundations being common property.

Each player shuffles and cuts a pack of cards, which he passes to his right-hand neighbor, receiving a pack from the player on his left.

Thirteen cards are first dealt off the top of the pack, face down, and placed at the player's left for a boneyard. Then four cards are laid out in a row, face up, in front of the player. He then takes a peep at the top and bottom cards of his own boneyard, so that he may know what he can get. If either of these cards is an ace, it must be laid on the table as a foundation. If the card is not an ace, the card he sees or the one exposed after taking off the ace, may be played at any time he gets a chance, whether it is on the top or the bottom of his boneyard, but spaces may be filled from the top only. Having used the top or bottom card, the player, of course, sees and may use the next one to it.

Any ace that shows at any time must be at once played in the center of the table for any of the four persons to build on. These foundation aces are built on in sequence and suit only, and if two players can use the same ace, the first one to get to it has it, so that quickness is a great point.

The stock is held in the left hand, face down, and the cards are run off three at a time and turned face up, the card showing being available for building. If the top card of three can be used, the next one is available, but if not, the three are laid on the table, face up, and another three taken, and so on, three at a time, until the whole pack has been gone through. The stock is then lifted, without disturbing its order, turned face down and gone through again, three cards at a time.

The four cards laid out in a row may be built upon in descending sequence and alternate colors, a black six on a red seven, and so on. A player is not obliged to build upon the aces unless he wishes to do so, nor is he obliged to build on his own four cards if he prefers to pass a possible play.

As soon as a space is left in the four rows, the top card from the boneyard must be used to fill it. After the boneyard is exhausted, kings must be used to fill the vacant spaces.

When no further play is possible, the cards left in the boneyard, on the table, and in the hand are counted, and the player having the smallest number wins from each of the others the difference. The secret of success in this game is quickness of perception, because the faster player will run through his cards and get on the foundation aces ahead of the others. An expert will go through his stock three times to an ordinary player's twice.

Klondike

The Pack.—52 cards, which have no rank except that they are in sequence from the A, 2, 3 up to the J, Q, K.

The Layout.—The player pays 52 counters for the pack and he is paid five counters for every card he gets down in the top foundations. The cards being shuffled and cut, the first is turned face up, and laid on the table. To the right of this card, but still face down, are placed six more cards in a row. Immediately below the left-hand card of this row that is face down, another card is placed face up, and five to the right of it face down. Another card face up below and four to the right face down, and so on until there are seven cards face up and twenty-eight in the layout.

Any aces showing are picked out and placed by themselves above the layout for foundations. These aces are built on in sequence and suit up to kings. The moment any card in the layout is uncovered by playing away the bottom of the row, the next card in that vertical row is turned face up. Cards in the layout are built upon in descending sequence, K, Q, J, down to 4, 3, 2, and must alternate in color; red on black, black on red. If there be more than one card at the bottom of a row, all must be moved together or not at all. Spaces are filled with kings only.

The stock is run through one card at a time and any card showing can be used, either on the layout or foundations. When the pack has been run through once that ends it.

Canfield

This differs from Klondike in the layout and in the play, although the two games are often thought to be the same under different names.

In Canfield, after shuffling and cutting, thirteen cards are counted off, face down, and laid to the left, face up. The next card turned up is the one to build on. Suppose it is a jack. Place it above as a foundation and then lay out four cards face up, in a line with the thirteen pile, which is your stock.

Holding the remainder of the pack, face down, in your left hand, take three at a time from the top and turn them up. If you can use the card that shows, do so by building up in sequence and suit on the jacks in the foundations, or building down in sequence, red on black and black on red, on the four line. Use the top of your stock if you can.

If you can clear off one of your four line, fill up the fourth place with the top card from your stock. The stock must never be built on.

After running off the pack in threes, it may be taken up again and without any shuffling run off in threes again. If there are only two cards in one of your four rows at any time, and the top card can be used on another pile, it may be taken for that purpose.

Good Measure

One Entire Pack of Cards

Lay out two aces as the beginning of the foundations (the other two to be found and placed alongside as the deal progresses).

Deal out ten packets of five cards each, face down, but as each packet is completed turn the top card of each packet face up.

As the other two aces appear, use them in the foundations. Should a king appear, place just above the ten packets.

Play can now commence by building in suit and ascending sequence on the aces (foundations); or in descending sequence, without regard to suit on the ten packets. Also, follow the latter manner on the kings, as they are placed in position. The uppermost card only of each of the ten packets is available. Vacated places cannot again be occupied.

A more difficult way is to make the play on the kings, a black on a red, and *vice versa*.

The Rainbow

One Entire Pack of Cards

Shuffle cards thoroughly.

Deal thirteen cards into a packet, face up. To the right of this packet lay four single cards, face up; use the first of these four cards to form the nucleus of the foundations, place it just above its present position, and fill the space vacated by using the uppermost card from the thirteen packet.

The nucleus of the foundations now being known, the three other suits of the same size are to be placed at its right, as they come out in dealing. These foundations must be built up in suit and ascending sequence. The play then continues by a descending sequence on the four cards to the right of the thirteen packet, putting a red on a black, and *vice versa*, using, whenever possible, the top card from the thirteen packet; this card must always be used for filling vacant places.

Hold balance of pack, face down, and deal off one card at a time. Cards not suitable can be placed to one side in a talon.

Two redeals of this talon are permissible.

Can be made easier by filling in spaces from talon when thirteen-packet space is vacant; later space can not again be occupied.

Whitehead

This is a variation of 7-card Klondike, played with 52 cards. Instead of dealing one card face up and then six more to the right of this, face down, all are dealt face up. Then a row of six, under the first, also all face up, and so on until 28 cards are laid out. The 29th is turned up for the starter, and placed above the layout.

All cards moved in the layout from one column to another must be built in descending sequence (from the 8 to the 7), and must be of the same color, but not necessarily of the same suit. Any number of cards in sequence may be moved from one pile to another if they are all in the same suit, as well as sequence. For example, if a pile reads, 7, 8, 9, 10 of hearts, J of diamonds, Q of hearts. The four hearts could be moved into a space, or onto the J of hearts in another pile, but to release the Q of hearts, the J of diamonds would have to be played on the Q of diamonds or a space. When there is no play in the layout, the top card of the stock is turned up, and the top of the passed stock is always available. Starters are placed above the layout as fast as they appear, and are built up, 7 to 8, etc.

Streets and Alleys

Shuffle a full pack of 52 cards, and then lay down a vertical row of four cards. To the right of these, lay down another row of four cards, both face up, but with a good space between the two rows. To the left of the first four lay four more, letting them overlap the first row a little. Do the same with the row to the right, putting the second row still further to the right. Continue this until you have laid out the whole pack, when you will find that you have four rows of cards, seven in each row, on your left, and four rows, six in each row, on your right, with an alley between.

Let us suppose this is the layout.

D9	C9	H6	HJ	DA	HK	C3	H8	S7	CK	C6	DK	H2
H5	HA	D3	CA	S4	C7	H3	C5	S9	CQ	H4	SQ	D6
C4	D10	S6	C10	H7	S5		D4	DJ	D5	DQ	C2	H10
S8	HQ	S10	S3	D2	SA	SK	CJ	SJ	H9	D8	S2	D7

The only cards that are in play are the eight that are on the extreme ends of the four rows. In the example these are the D9, H5, C4, S8, H2, D6, H10, and D7. Any of these eight

may be used upon any other of the eight to build down in sequence, regardless of suit or color. As soon as a card is so used, it will expose the card next to it and bring it into play.

Assume that we play the H5 on the D6, we expose and bring into play the HA, and all aces must be immediately placed in the alley, between the two sets of cards, to be built upon, in sequence and suit, until the king is reached.

Having placed the HA in the alleys, you have uncovered the D3. Put the H2 on the HA, and you uncover the DK, and so on. As soon as any row of cards on either side of the alley is cleared up by this shifting and covering, any of the end cards on any row may be taken and placed in the space. But for this provision it would be impossible to get rid of a blocking card like the DK, for instance.

Although the player is obliged to place the aces in the alley as soon as they are free, he is not obliged to build upon them unless he wishes to, and it will usually be found better not to be in too great a hurry about it.

A variation of this game is to place the aces in the alley as the cards are dealt, instead of leaving them to be uncovered by transfers, but this makes both rows contain only six cards and renders the solution somewhat easier.

The Idiot's Delight

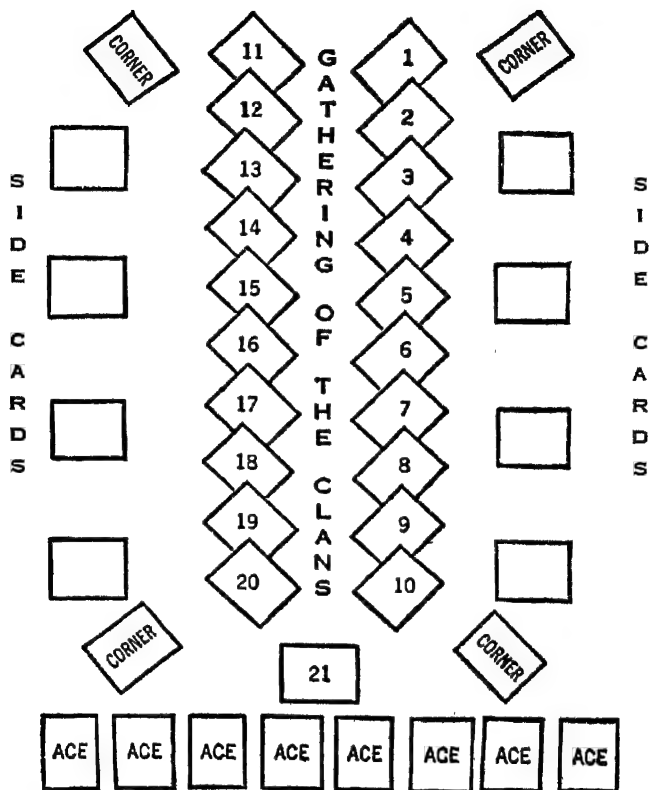
[This is considered the most interesting and difficult of all solitaires. The person who can get it out more than once in four attempts, on the average, is unusually fortunate or skillful.

The full pack of 52 cards is used, well shuffled, and cut. Nine cards are laid out in a row from left to right, all face up. Upon these a row of eight cards, also face up. Then rows of seven, six, five, four, three, two and one. This leaves seven cards, which are spread on the table face up, separate from the tableau. Now there will be nine rows of cards from left to right, and nine piles up and down, the card at the bottom of a pile being the only one that can be moved.

Aces are taken out when they are at the bottom of any pile, and are foundations, for building up to kings in sequence and suit. Only one card may be moved at a time from one pile to another, and all cards moved must be placed on another card of a different color, red on black, or black on red, and in descending sequence, as the H5 on the S6. Spaces may be filled by anything. The player is not obliged to play on the foundations unless he wishes to, but cards once played there cannot be taken back. Any of the seven cards that lie free can be used at any time to continue a build or to go on the foundation, but once used they cannot be put back.

The object is to get the entire 52 cards built onto the four ace foundations.

The Gathering of the Clans



The Objects of the Game.—To build on the aces *in suits* the entire two packs.

In the beginning both packs are shuffled well together.

The cards as dealt are placed on the foundation cards, if possible, otherwise to be placed in a pile in front of player, called "The Talon."

The Corner Cards are to be played first, after the Tableau, in preference to the Side Cards, as it is desirable to release the Tableau as soon as possible. It sometimes happens, however,

that after all the cards in the Tableau have been released and played the game cannot be won, if there are too many cards remaining in the hand and Talon. This is not often done, however, as the player being entitled to 12 cards always available makes it practically certain that the game can be won, after all the Tableau has been exhausted. The unlocking of those 21 cards in the Tableau is generally the signal of victory.

The Talon remains *face up* in front of the player, but the cards can be used in the play, at all times, *but only the top one* can be used in this way. Of course after the top one has been used another card becomes the top one.

In the deals the cards are dealt from the backs always.

Great care should be taken not to let duplicates get into the Tableau, as that makes it impossible to win the game. The first deal is often all used in getting out all the aces not in the Tableau, so do not let it discourage you if even two deals are used without much apparent progress. The game can be won but it requires constant watchfulness.

Écarté

The Pack.—32 cards (7-spot low).

Generally two packs are used to save time, pone shuffling one, while dealer deals the other.

Number of Players.—For two players. Pool Écarté, three players.

Rank of Cards.—K (high), Q, J, A, 10, 9, 8, 7 (low).

Cutting.—Cards rank as above—high deals.

Shuffling.—Either player may shuffle, dealer last, and dealer's opponent (pone) cuts, leaving at least five cards in each packet.

Dealing.—Deal five cards to each player, 3-2, or 2-3 at a time, alternately, beginning with pone. The eleventh card turned for trump. If this is a King, the dealer marks 1 point for it immediately. (See Scoring.)

Misdealing.—A misdeal loses deal. Any card (except eleventh) being faced in pack requires new deal.

Deal stands if dealer exposes any of his own cards. If he exposes any of adversary's cards, adversary may claim new deal, if he has not seen his other cards.

If pone receives too many cards, he may claim misdeal, or discard extra cards before looking at his hand. If too few, he may supply deficiency from top of pack without changing trump card, or may claim a misdeal.

If dealer receives too many cards, pone may claim misdeal, or draw superfluous cards from dealer's hand; if too few, pone may claim misdeal, or allow dealer to fill his hand from pack, without changing trump card.

If dealer turns more than one card for trump, and pone has not seen his hand, pone may claim new deal by same dealer, or say which exposed card shall be trump. If pone has seen his hand, he may claim misdeal or declare eleventh card to be trump.

A deal out of turn (or, two packs used, with wrong pack) may be stopped before trump is turned. If, trump turned, neither player has discarded, deal with single pack stands. Two packs used, deal with wrong pack is set aside and used in proper turn, or if players have discarded or played to a trick, deal stands good.

Objects of Game.—To take tricks.

The Play.—Proposing, Refusing, and Discarding.—After trump is turned, if pone wishes to play his original hand, he stands, saying, "I play." If he wishes to strengthen his hand by discarding and drawing, allowing dealer same privilege, he says, "I propose." Dealer may then "refuse," saying, "play," or may "accept," giving pone as many cards from pack as latter discards. Dealer may then discard and draw to fill his won hand. This may be repeated until one of the players elects to play. Neither player is limited as to the number of cards he may discard and replace, except that he cannot take more or fewer cards than he discards. Discards are made face down, and must not thereafter be examined. A player who thus examines discards may be called upon to play with his cards exposed, face up on the table, though they are not subject to call. Should a player ask for more cards than are left in the pack, he must take back enough from his last discard to fill his hand. If the dealer finds there are not enough cards left for himself after he has accepted a proposal, he has no remedy. If the pone proposes and dealer accepts, pone must discard at least one card. Dealer must tell how many cards he discarded, if requested. The trump card is laid to one side when hands are filled, and is never taken into the hand.

Misdealing, After Discarding.—If dealer gives pone more or fewer cards than asked for, or himself more, he loses the point and cannot score King unless it was turned.

If pone draws more cards than he needs, dealer may say whether or not the hand shall be played. If played, dealer

draws extra card or cards from pone's hand, and may look at them if pone has seen them. If dealer does not play, he scores 1 point, and pone loses right to score King even if he holds it.

If pone asks for fewer cards than he needs, he must play short-handed, and all tricks to which he cannot play go to adversary. He may count King if he holds it, however.

Player playing with more than five cards loses the point and right to score the King.

Should dealer, in dealing for discards, turn a second card for trump, he cannot "refuse" if pone "propose," and such turned card must be placed among the discards.

In dealing for discards, should any of dealer's cards be found faced in pack, he must accept them; but if pone's, pone may accept or require fresh deal, by same dealer.

Before leading a card, pone must say "I play."

If a player holding a King wishes to score it, he must announce it before any card is led. Holder need not announce or score the King unless he wants to.

Pone leads any card he pleases for first trick, announcing its suit. Adversary must then follow suit if he can, and is compelled to take the trick, if possible, with a higher card or with a trump. If he cannot follow suit or trump, he discards a card of another suit. Highest card played of suit led wins the trick unless trumps be played, when highest trump played wins.

Winner of first trick leads for second, etc., the suit of each lead being announced as played. Should this announcement be incorrect, adversary may demand that card be taken back and one of the named suit led, or that original lead remain. If leader has no card of suit announced, adversary may name a suit for him to lead.

Should a player fail to follow suit or win a trick when possible or should he trump when he could follow suit, it is a "renounce," and cards are taken up and the hand played over. Should player thus renouncing take less than five tricks on the replay, he cannot score. If he takes five tricks he scores 1 point only.

A player leading out of turn may take back card unless adversary has played to it, in which case lead must stand.

Tricks must be turned down as soon as taken and not examined thereafter, under penalty of playing balance of hand exposed on table, though not liable to call.

If a player throws up his hand as being not worth a point, he cannot score, even though he would have won, had he played. If he throws it down claiming 1 or 2 points, he may score them,

if his hand substantiates his claim. If he throws it down, granting adversary 1 point or more, there is no penalty unless adversary could have scored more, in which case adversary is entitled to score all his hand shows he could have made, had it been played out.

Scoring.—King of trumps, turned, counts 1 point for dealer; held in either hand, counts holder 1 point, if announced before a card is led. Pone who "stands," or dealer who "refuses," counts 1 point for taking three tricks, 2 points for five tricks, called "Vole." If player "stands" or "refuses," and fails to take three or more tricks, his adversary counts 2 points.

Game.—The player first making five points wins game.

POOL ÉCARTÉ

Each player puts up a certain number of counters for pool. Players cut, and two players cutting highest play, exactly as in regular game. Loser of first game puts as many counters in pool as he put up originally, and drops out of the next game in favor of odd player (called "Rentrant"). This continues until one player wins two successive games. Such player takes pool. New pool is then made up and played for as before.

Odd player must not advise either player on first hand of any pool. Thereafter he may, as he then has an interest in the result of the game.

Jeux de Regle.—There are certain hands, which every Écarté player is supposed to know, on which he should play without proposing. These are called "Jeux de Regle" and are as follows:

Any hand with three trumps in it.

Any hand of two trumps and three cards of one suit; or two cards of one suit as high as a queen, or two cards of one suit and king of another suit, or three cards of different suits, as good as king and jack.

One trump and three winning cards in another suit, or a four-card suit to a king, or three cards of one suit, with two kings in hand.

A hand without a trump should have four court cards, or as good as three queens.

With similar strength, the dealer should refuse if the elder hand proposes.

Bezique

The Pack.—64 cards, containing duplicates of the A, K, Q, J, 10, 9, 8, and 7 of each suit.

Number of Players.—Two.

Rank of Cards.—A (high), 10, K, Q, J, 9, 8, 7 (low). If two cards of the same suit and denomination fall on the same trick, the first played wins.

Cutting.—Cut for deal. High wins, cards ranking as above. Recut in case of ties.

Shuffling.—Either player may shuffle. Dealer's opponent (pone) cuts, leaving at least five cards in each packet.

Dealing.—Eight cards to each, dealt three, two, three—pone receiving first three cards. The 17th card is turned up for trump. If this trump card is the 7, dealer scores 10 points for it at once. The balance of the pack (called the talon) is placed face downward on the table and the trump card is placed beside it, face upward.

Misdealing.—A misdeal does not lose the deal. A new deal by the same dealer is required if, before the first trick is turned down, either player is discovered to have too many cards; if a card, faced in the pack, is discovered before the first trick is turned down; or if the pack is found to be incorrect. If dealer exposes a card belonging to pone or talon, pone may require a new deal. If, before the first trick is turned, a hand is found to be short of the correct number of cards, pone may require a new deal or may require dealer to supply the deficiency from the top of the pack, without changing the trump card.

If either player exposes one of his own cards, the deal must stand. If a card is found faced in the talon after the first trick is turned down, the exposed card must be turned face down without disturbing its position.

Objects of the Game.—To form during the play certain combinations of cards of counting value, as shown in the following table, and to take in Aces and tens (called "Brisques") on tricks.

Class A

Marriage (K and Q of any suit)	20 points
Royal Marriage (K and Q of trumps)	40 "
Sequence (A, K, Q, J, 10 of trumps)	250 "

Class B

Bezique (Q of spades and J of diamonds)	40 "
Double Bezique (2 spade Q's and 2 diamond J's) . . .	500 "

Class C

Four Aces	(any suits).....	100 points
Four Kings	"	80 "
Four Queens	"	60 "
Four Jacks	"	40 "

Each brisque counts 10 points for the player winning it in tricks and is scored as soon as taken in. Winner of the last trick adds 10 points to his score.

The Play.—Pone leads any card and dealer plays any card on it. Neither player is obliged to follow suit or trump, but may play any card he chooses. Higher card played of suit led wins the trick unless trumped, when trump wins. Winner of each trick takes the top card from the talon before leading for the next trick, his opponent taking the next card. This continues until the talon is exhausted.

Either player, after winning a trick and before drawing from the talon, may declare any one combination that he holds by laying the cards of such combination face upward on the table. He scores for such combination at once. Only one combination may be declared after each trick, but a player holding more than one combination may announce them all and score for one of them, holding the others in abeyance to be scored one at a time after each trick that he subsequently wins. If, before he has scored all his declarations, he should draw cards which form another combination which he would prefer to declare, he may announce it and score it upon taking a trick, still holding in abeyance the combinations already on the table. All combinations announced and scored must be left face up on the table; but the cards still form part of the player's hand and may be led or played at any time, although they must not again be taken in hand until the talon is exhausted.

Cards used in one combination cannot be used in another combination of less or equal value in the same class. For example: K and Q of trumps declared as Royal Marriage may be used again in sequence, but if used in the sequence first they cannot thereafter be scored as a marriage, the latter being a combination of less value and of the same class as the sequence. Also, if K and Q of any suit have been declared, another K or Q cannot be added to either of the cards to reform the marriage; but three other K's or Q's may be added to the Q or K to make four Q's or four K's.

The player holding the 7 of trumps may, upon taking a trick, exchange it for the turned trump and score 10 points. Should he hold both 7's he may score 10 points for each. The player holding the second 7 may show it upon taking a trick and score 10 points for it. Neither player can announce a combination and score the 7 at the same time.

A player exposing and scoring a combination which is found to be erroneous must deduct the amount from his score. His opponent may designate and compel him to lead any card of that combination. If he has in his hand the card or cards to correct the error, however, he may do so without penalty, provided he has not in the meantime drawn a card from the talon.

When but one card remains in the talon, the winner of the last trick takes it, his opponent taking the trump. All declarations cease and each player takes into his hand whatever cards he still has exposed on the table. Winner of the last trick then leads any card and thereafter each player must not only follow suit but must win the trick if he can. Holding no card of the suit led, he must trump if possible. The winner of the last trick scores 10 points in addition to any brisques that it might contain.

Irregularities in Play.—A lead out of turn may be taken back without penalty if it is discovered before the opponent has played to it; otherwise it must stand. If either player has too many or too few cards after the first draw, opponent may allow player in error to play without drawing until his hand is reduced to eight cards, if he has too many; or to fill his hand from the talon, if he has too few. If, after the talon is exhausted, a player fails to win a trick when possible, his opponent may demand that the cards be taken up and replayed from the trick in which the error was made.

Irregularities in Drawing.—If a player neglects to draw at his proper turn, his opponent may declare the deal void, or may allow the player in error to draw two cards after the next trick. A player drawing two cards at once may put the second card back without penalty, if he has not seen it; otherwise he must show it to his opponent. A player drawing out of turn must put back the card drawn, and if such card belongs to an opponent, the player in error must show his own card to opponent. If both players draw erroneously the draws must stand. If the loser of a trick looks at two cards in drawing, his opponent may look at two cards after the next trick, and take into his hand whichever he chooses. If he takes the second card he need not show it. Should there, through error, remain two cards in the talon besides the trump card after the next to the last trick, the winner of the last trick must take the top card, his opponent taking the trump, leaving the last card of the talon unexposed.

Scoring.—All scores for combinations, brisques, sevens of trump, and for the last trick, are scored as soon as made.

There are many devices for scoring Bezique, but it may be scored on a sheet of paper with poker chips as explained in two-hand Pinochle.

Game.—Usually 1,000 points.

BEZIQUE WITHOUT A TRUMP

Played the same as the regular game, except that no trump is turned. The first marriage declared and scored determines the trump suit. Trump 7 does not count but all other combinations count as in the regular game.

THREE-HAND BEZIQUE

Use a 96-card pack, containing triplicates of the A, K, Q, J, 10, 9, 8, and 7 of each suit. A triple Bezique (3 spade Q's and 3 diamond J's) counts 1,500 points. All other combinations count as in the regular game.

Game.—2,000 points.

FOUR-HAND BEZIQUE

Use a 128-card pack, containing quadruplicates of the A, K, Q, J, 10, 9, 8, and 7 of each suit. Play may be as partners or as individuals. Combinations are the same as in the regular game except that triple Bezique counts 1,500 points.

Player, upon taking a trick, may announce all of the combinations which he holds, or may pass the privilege to his partner. Only one combination may be scored after each trick. Partners may combine the cards held by each other to form combinations, provided one part of such combination is already on the table.

Game.—2,000 points.

RUBICON BEZIQUE

Rubicon Bezique differs from the regular two-hand game as follows:

The 128-card pack is used. There are two players, nine cards being dealt to each player. No trump is turned, the first marriage declared and scored determining the trump.

In addition to the regular combinations, the following are allowed: Sequence in plain suit—150 points, Triple Bezique—1,500 points, Quadruple Bezique—4,500 points, the last trick—50 points for the player winning it.

A player receiving neither a J, Q, nor K on the original deal may expose his hand and score 50 points for Carte Blanche. If on the first draw he gets neither J, Q, nor K, he may show the card drawn and score another 50 points for Carte Blanche, and so on until he draws a J, Q, or K. The first Carte Blanche can be counted only from the hand as originally dealt.

Combinations which have been scored may be broken into, a new card or cards substituted, and the combination scored again. To illustrate: four Aces have been declared and scored and one of the Aces has been played. A new Ace of any suit may be substituted and four Aces scored again. The same principle

applies to all other combinations. A player cannot use a card as part of a combination when such card has been used in a combination of equal or greater value of the same class. Thus, a K used in a sequence could not thereafter be combined with a Q to form a marriage.

Scoring.—Each deal is a game in itself. After the deal is played out the points for combinations, Carte Blanche, and the last trick are counted up and the lower score is deducted from the higher. In counting, all fractions of 100 are disregarded, the score being counted by 100's only. Brisques are not counted until after all other scores are counted, and then only if the score is close enough for the Brisque count to change the result; or where, by counting the Brisques, a player may save himself from a rubicon. In case the difference between the two scores is less than 100 on the final count, the higher adds 100 points to his score for bonus. To this is added 500 points for game, the sum being the value of the game.

A player scoring less than 1,000 points is *rubiconed*, and all points he has made are *added* to the higher score. Winner of a rubicon also adds 1,000 points to his score (a double game) for the rubicon, and 300 points for all the Brisques, no matter by whom won. If the rubiconed player has scored less than 100, his adversary adds 100 points for bonus, in addition to the above.

If a player can bring his score up to 1,000 by adding the Brisques he has won, he has not been rubiconed. In this case, the other is also allowed to count his Brisques.

Piquet

The Pack.—32 cards (A, K, Q, J, 10, 9, 8, 7 of each suit).

Number of Players.—Two.

Rank of Cards.—A (high), K, Q, J, 10, 9, 8, 7 (low).

Cutting.—Cut for cards and seats; low having the choice and dealing the first hand. If player exposes more than one card, the lowest of those exposed must be taken as his cut. In case of ties, cut again.

Shuffling.—Dealer shuffles. Dealer's opponent (pone) cuts, leaving at least two cards in each packet.

Dealing.—Twelve cards are dealt to each player, two at a time, pone receiving the first cards. The remaining eight cards, called the stock, are placed face downward on the table, the five top cards being placed crosswise on the three at the bottom. Each player deals in turn.

Misdealing.—A misdeal does not lose the deal. If the pack is proved to be imperfect the deal is void, but all previous scores or cuts made with that pack stand good. If a card is found faced in the pack there must be a new shuffle and deal with the same cards. If a player deals out of turn and detects the error himself before he sees any of his cards, he may insist upon his adversary's dealing, even if the adversary has seen his cards. As the deal is a disadvantage, the adversary is not bound to correct the player in error. If the dealer gives too many or too few cards to either player a new deal is at the option of the adversary. The error will, of course, be detected when it is found that there are less or more than eight cards in the stock. If the non-dealer elects to have the deal stand, the error in the player's hand must be corrected in the discard.

Objects of the Game.—To form certain combinations of cards of counting value and to make points in tricks.

Combinations of Counting Value

Carte Blanche.—A player has Carte Blanche when his hand does not contain a K, Q, or J. It counts 10, and, if held by pone, should be announced immediately after taking up and sorting the hand. If held by dealer, it is not declared until pone has discarded.

The Point.—The player having the greatest pip value in any one suit, counting Aces at 11, face cards at 10, and spot cards at their face value, wins the Point. If both players have the same pip value in their longest suit, the player having the suit with the most cards wins. The value of the Point is the number of cards that go to make it.

Sequence.—A sequence is composed of three or more consecutive cards of the same suit. The longest sequence wins and, if each player has one of the same length, the one with the higher cards wins. The player with the best sequence may count any others which he holds, but his adversary may count none. Sequences of three or four count one for each card. Sequences of five or more add ten points to the sequence count; e.g., a sequence of six cards counts 16.

Fours and Threes.—Any four of a kind better than 9's count fourteen and any such three of a kind count three. The player having the highest fours may count any other fours and threes but his adversary counts none. If neither player has a four, the one having the highest three may count any other threes but his adversary counts none.

Declarations.—Carte Blanche must be announced and shown before a discard is made. Each player then discards and draws, and pone announces any counting combinations he holds, which he must declare in regular order, beginning with the Point. In announcing the Point, the suit is not mentioned, but only the

value. The sequences are defined by the number of cards and the highest, such as, "sequences of six to the Queen." The fours and threes are then defined in the same way.

To each of these declarations as they are made in regular order, the dealer must reply "*good*," "*equal*," or "*not good*." If the point is admitted to be good the holder scores it, not by putting it down on the score sheet but by beginning his count with the number of points it is worth. If the point is equal, neither player scores it, and the secondary points have no value under any circumstances. As each of pone's subsequent declarations is admitted by dealer to be good, he announces his accumulated score.

Pone, having finished his declarations and having announced their total count, leads any card that he chooses. If this card is a 10 or better he claims one point for leading it, even if he does not win the trick, and he adds this count to his score. The dealer, before playing a card, proceeds to claim the count for the combinations which are good in his own hand. The correctness having been admitted by pone, the dealer proceeds to play a card. If either player has forgotten to declare anything before he plays a card, the count is lost.

Sinking.—A player is not obliged to declare any combination unless he wishes to do so. He may sink a card (call only a part of a combination) if he thinks it would be of advantage to conceal his hand. This is usually resorted to only when a player knows from his own hand and discards that what he declares is still better than anything that his adversary can hold.

Irregular Declarations.—If either player claims a combination which he does not hold, and does not remedy the error before he plays a card, he can count nothing that deal, losing any other declarations he may have made which are correct. His adversary then counts everything in his hand, whether his combinations were inferior or not. He also counts for what he wins in the tricks.

If pone's declaration is admitted by the dealer to be good, it is good, even if the dealer later proves to have a better Point, Sequence, Four, or Three. If any combination named by pone is not actually his best, he cannot amend his declaration after the dealer has replied to it. For example, if he holds three 10's and three K's, and announces his 10's to find out whether or not the dealer has three Q's or three J's and the dealer says, "Not good," the three K's are lost, and the dealer scores his own threes.

A player may, in order to keep a good point or sequence, discard one card of a four originally dealt him, or one card of a three of which he afterward draws a fourth. He can score the three, but his adversary, having none of that denomination

either in his hand or discards, knows that four were possible. After playing a card he has the right to ask the suit of the card which was discarded.

Discarding.—After the deal and the declaration of Carte Blanche (if either player holds it) pone discards and draws from the stock. He must discard at least one card and may not discard more than five, and he must take from the stock in the natural order of the cards. If he elects to let a deal stand in which he was dealt thirteen cards, he is entitled to four cards only from the stock. He must leave himself with twelve cards after the discard and draw are completed. The top five cards of the stock are called his and he has the right to look at any of them which he does not draw, but in drawing he must distinctly know how many he is taking.

The dealer then discards and draws from the stock, although not being obliged to draw unless he so desires. If pone has taken all his five, dealer can then only exchange three as that is all that remain in the stock. If pone has left any of his five, dealer must take the cards in the order in which they come, taking those left by the pone first. If dealer leaves any cards in the stock he has a right to look at them. If he does so, pone may look at them *after* he has made the first lead. If dealer does not look at the remaining cards the pone cannot see them either.

Each player keeps his discards separate from those of his adversary and is allowed to refer to them at any time during the play of the hand, but on no account can he see his adversary's discards, unless that adversary has mixed with them one or more of the unseen cards that were left in the stock, and afterwards picks up and looks at his discard, including the card which the other is entitled to see.

Irregular Discards.—If a player discards fewer cards than he intended, he may not correct his error if he has touched the stock. If he discards too many cards, as the dealer will frequently do by laying out five instead of three, he may take them back if he has not touched those in the stock. If he has touched the stock, he must play with the short hand if there are not enough cards in the stock to make his hand up to twelve.

Irregular Drawing.—If pone draws one of the cards which properly belong to the dealer, he loses the game. If the dealer draws any of the first five before the pone has announced that he leaves them, the dealer loses the game. The dealer has no right to touch any part of the stock until pone has discarded and drawn. Should pone draw, however, without making any announcement as to the number that he is taking, the dealer has the right to assume that five cards have been taken and that but three remain in the stock. To illustrate:—Pone discards five cards but draws four only, without announcing. Dealer,

assuming that but three cards are left in the stock, discards three and takes up the remainder of the stock. It is too late to remedy the error or claim a penalty, as the dealer was led into the error by his adversary. Pone must play with eleven cards and the dealer must be allowed to discard in order to reduce his hand to twelve.

Should a player take a card too many from the stock, he may replace it if he has not put it with the other cards in his hand. If he has seen it, he must show it to his adversary. If the superfluous card has been taken into the hand, the player can score nothing on that deal. This does not prevent the adversary from scoring anything that he may have in hand or play, even if it is inferior.

If a player is found to have too few cards after the draw, he may still play and count all that he can make, but he cannot win a capot, as he has no card for the last trick.

If a player looks at one of his adversary's cards in the stock before or during the draw, he can count nothing that hand. If after the draw, he looks at a card left in the stock which he is not entitled to see, his adversary may call a suit from him as many times as he has seen cards. If a card of the stock is accidentally exposed, the player to whom it would naturally belong may demand a new deal.

The Play.—Having declared Carte Blanche (if any), discarded and drawn, pone, having announced his combinations and their value in points, leads any card that he desires, announcing the suit. If this card is a ten or better he is entitled to one point for his lead, whether or not he wins the trick. This point he adds to his score. The dealer, before playing a card, proceeds to claim the count for the combinations which are good in his hand. He then plays to the trick.

The second to play to a trick must follow suit, if able, but is not obliged to win the trick. As there are no trumps, the higher card, if of the suit led, wins the trick. If the second player does not follow suit, the leader wins. The winner of one trick leads for the next, and so on until all twelve tricks are played.

Any lead which is above a nine spot counts one, the leader adding it to the total value of his score as already announced. If the second player wins the trick with a card better than a nine, he also counts one. If the trick is won by the player who led, there is no extra count for winning it.

A card once laid on the table cannot be taken back, unless the player has renounced in error. There is no revoke in Piquet, and if a player has a card of the suit led, he must play it. If he fails to do so, when the error is discovered the cards must be taken back and replayed.

Last Trick.—The last trick counts one, in addition to the count for winning it with a card better than a nine.

Cards and Capot.—If either player wins more than six tricks, he adds ten points to his score for cards, in addition to all other scores. If either player wins all twelve tricks, he adds forty points to his score for capot; but this forty points includes the scores for the last trick and for the odd trick or tricks.

Repic.—If either player is able to reach 30 points by successive declarations, beginning with the Point, all of which are admitted by his adversary to be good, he adds 60 points to his score, making it 90 instead of 30. The important thing to remember about Repic is that the declarations always count in their regular order, Carte Blanche, the Point, Sequences, and Fours or Threes. Pone cannot make Repic if the dealer has Carte-Blanche or the Point, but if neither has Carte-Blanche and they are tied for the Point, pone may have a Repic.

Pic.—If either player can score 30 in hand and play combined, before his adversary scores anything, 30 points are added for Pic. Pic can never be made by the dealer unless pone leads a card lower than a 10, otherwise pone scores one point before dealer scores.

Scoring.—The last card played, the total number of points made by each player are put down on the score sheet or marked on a cribbage board. If neither player has scored 100 points, the deal passes. The order of scoring should be carefully observed, in order to determine which goes out first, and whether or not a player is lunched. The scoring sequence is: Carte Blanche, the Point, Sequence, Fours or Threes, Repic, Points for leading or winning, Pic, the odd trick, Capot.

Lurch.—If one player reaches 100 points before his opponent has 50, it is a Lurch, and counts a double game.

Game.—100 points. In *Rubicon Piquet*, instead of playing 100 points, six deals constitute a game. At the end of the six deals the scores are added, the lower being deducted from the higher and 100 points added to the difference. If either or both players fail to reach 100 points in the six deals, the one having the higher score is the winner and adds to his score the points made by the loser, instead of deducting them.

Suggestions for Play.—Good discarding is the essential part of the game. As a rule the Point is the first thing to try for, as that will prevent a Pic or Repic by the opponent. It is especially advantageous if the cards in the long suit are in a high sequence. Next to the point the most important thing is the score for cards. Trying to fill low sequences or low fours or threes is not apt to be profitable, as the opponent will probably have something better and render yours worthless.

In leading it is usually best to begin with the point unless you know that you are leading up to tenace or to high cards

that will bring in a long adverse suit. Having the odd trick in hand, make it at once.

As dealer, the first thing to guard against is a long run of winning leads from pone, which might make the odd trick, or even capot. Keep guarded K's and Q's. If dealer cannot stop a long suit in pone's hand he should provide in advance for a certain number of discards. These should be so planned that guards may be preserved in other suits. He should also take care that when he does have the lead he will not have to lead away from tenaces or guarded K's.

THREE-HANDED PIQUET

Ten cards are dealt to each player, leaving two for the stock. Dealer only may discard and draw from the stock. No other player is allowed to touch them or to see the discards. Eldest hand declares first. He makes Repic and counts 90 if he can reach 20 without playing a card. He makes Pic and counts 60 if he can count 20 in hand and play under the same conditions as in the two-hand game.

The majority of tricks count 10, if it is a tie, each count 5. Capot counts 40 if all the tricks are taken by one player but if two take them they all count 20 each.

FOUR-HAND PIQUET

The players cut for partners, the two lowest playing against the two highest, and the lowest taking the first deal. All the cards are dealt, two at a time, each player receiving eight. The eldest hand declares first by announcing everything that he has and then leading a card. If second hand admits all of these to be good, he says nothing but plays a card. If he holds better combinations, or combinations not announced by eldest hand, he announces them. He then plays to the trick. Third hand announces any combinations made good through his partner's commanding combinations. He may not announce any combination shut out by the opponent's better one. He also announces any combinations not already announced. He also plays to the trick. Dealer then follows the same procedure.

The first trick played, each person at the table shows what he has claimed, in order that his adversaries may verify the count. As each trick is gathered, the winner announces the score for his partnership. A partnership can win but one point on each trick for leading or winning. Also no point of less than 30 can be announced.

If one player or two partners together, reach 20 in counting, without playing, they count 90 for the Repic. If they reach 20 in declarations and play together, they count 20 for the Pic. Carte Blanche in the hand of one partner may count toward Pic or Repic. If two partners hold Carte Blanche they are entitled to 90 points for Repic, as Carte Blanche takes precedence of all other scores.

Sheepshead (Schafkopf)

GAME No. 1

The Pack.—32-card pack (7's low).

Number of Players.—Four.

Rank of Cards.—The four Jacks are permanent trumps and rank clubs (highest), spades, hearts, diamonds (lowest). In addition to the four Jacks, one suit is named trump (see Making the Trump) for each deal, the cards of which rank below the Jacks and with relation to each other as follows: Ace (highest), 10, K, Q, 9, 8, 7 (lowest). Non-trump suits rank Ace (highest), 10, K, Q, 9, 8, 7 (lowest).

Cutting.—Cut for partners and deal, the higher two being partners against the lower two, and the highest of all is dealer.

Shuffling.—Any player may shuffle the cards, dealer last, and player to dealer's right cuts.

Dealing.—Deal eight cards to each player—four cards at a time in rotation to the left, beginning with player to left of dealer. Deal passes to the left.

Objects of the Game.—To win in tricks certain cards of counting value as follows: Aces, 11; Tens, 10; Kings, 4; Queens, 3; and Jacks, 2.

Each side puts up an equal number of counters before the deal.

Making the Trump.—The side making the trump must win 60 points and as many more as they bid; thus, side bidding fifteen must win 75 points, etc.

The eldest hand has first bid, and the bidding passes in rotation to the left, each player being allowed but one bid. Highest bidder names trump suit. If all pass, player holding Jack of clubs must announce trump.

The Play.—Eldest hand leads any card, and each player in turn to the left plays and must follow suit if possible. Holding no card of suit led, player may either trump or play a card of another suit.

Winner of first trick leads for second, and so on until the hands are played out. Points are then counted and settled for, and cards are bunched and a new deal ensues.

Errors in Play.—**The Revoke.**—If a player, holding the suit led, fails to follow suit, he revokes. The penalty for a revoke accrues to opponents of revoking side.

Scoring.—If the side which makes the trump wins as many points as they bid, they win the pool. If they win 91 points they win double the amount, provided they make good their bid.

If they win 120 points, they win four times the amount. In case of no bid, the side which holds the Jack of clubs names the trump and wins the pool if they win 60 points. If the side making the trump fails to make 60 points (or as much as they bid, if their bid was for more than that amount) their opponents win the pool. If opponents of side making the trump win 91 points, they win double; if they win 120 points, they win four times the amount.

Game No. 2.—The same as Game No. 1, except that there are six permanent trumps, which rank as follows: Queen of clubs (highest), Queen of spades, Jack of clubs, Jack of spades, Jack of hearts, Jack of diamonds. A suit is made trump as in Game No. 1. Otherwise the rules for Game No. 1 apply.

Game No. 3.—Played by four players as individuals. Diamonds always trumps. Each player forfeits one chip for each trick he takes less than two, and receives one chip for each trick he takes more than two. Tricks and not points are scored. In all other respects the rules for Game No. 1 apply.

Game No. 4.—Four players (two partners against the other two). There are six permanent trumps, as in Game No. 2. Player holding Queen of clubs, with his partner, must make 61 points, or pay double the forfeit. Otherwise the rules for Game No. 1 apply.

Game No. 5.—For four players (two partners against the other two). There are fourteen trumps, which rank as follows: Queen of clubs (highest), Queen of spades, Queen of hearts, Queen of diamonds, Jack of clubs, Jack of spades, Jack of hearts, Jack of diamonds, Ace, 10, King, 9, 8, 7 of diamonds. As a general rule diamonds are trumps, but trump may be announced as in Game No. 1. Score as in Game No. 2.

Game No. 6.—For six players (three partners against the other three), partners being seated alternately. There are fourteen trumps, as in Game No. 5. Other rules the same as Game No. 5.

Game No. 7.—Played with a double pack—48 cards (9's low). Diamonds are permanent trump suit, and trumps rank as in Game No. 5, making twenty-four trumps in all. If two cards of the same suit and denomination fall upon the same trick, the first played ranks above the second. Game is 121 points.

Game No. 8.—Played with a double pack of 48 cards, by six players (three partners against the other three), partners being seated alternately, each player receiving eight cards. Other rules the same as Game No. 7.

Game No. 9.—Played with a double pack of 64 cards (7's low), by eight players (four partners against the other four), partners being seated alternately. Diamonds are always trump. Other rules the same as in Game No. 7.

Games Suitable to Certain Number of Players

It is frequently desirable to select a game that is suitable to some particular number of players. By consulting the following lists, some game which is known to all, which may be easily learned, or which suggests a novelty, may be easily found.

Many games may be played in some fashion by more or less than the standard number of players, and are therefore given in two or more lists. Games marked with an asterisk (*) are particularly adapted to the number of players under which they are listed.

Round games and banking games are those in which the number of players is either unimportant or variable. Poker is a familiar example. Players may usually cut into and out of such games without disturbing the play of the others. Banking games are round games in which only one person handles the cards, the others simply betting on the results.

The various games of Solitaire will be found in the general index.

GAMES FOR TWO PLAYERS

Bezique*	Five Hundred	Rubicon Bezique*
Boat House Rum*	Five Hundred Rum*	Rum*
California Jack*	Gaigel	Russian Bank*
Cassino	Gin Rummy	Seven-Up
Crapette	High Card Poo.	Shasta Sam
Cribbage*	Michigan Rum*	Sixty-Six*
Draw Cassino	Old Sledge	Royal Cassino
Ecarte*	Pinochle*	Zioncheck
Euchre	Piquet*	

GAMES FOR THREE PLAYERS

American Skat*	Five Hundred Rum*	Pool Ecarte*
Auction Pinochle*	Frog*	Progressive Solo
Bezique	Gaigel	Royal Cassino
Boat House Rum*	Heartsette	Rum*
Cassino	Michigan	Seven-Up*
Cribbage	Michigan Rum*	Six-Bid Solo*
Domino Hearts	Napoleon	Sixty-Six
Draw Cassino	Null Five Hundred	Skat*
Euchre	Old Sledge	Solo*
Five Hundred*	Pinochle*	Zioncheck

GAMES FOR FOUR PLAYERS

American Skat	Domino Hearts	Old Sledge
Auction Bridge*	Dom Pedro	Pedro
Auction Hearts*	Draw Cassino	Pinochle
Auction Pinochle	Euchre	Railroad Euchre*
Auction Pitch*	Five Hundred	Royal Cassino
Auction Sixty-Six*	Five Hundred Rum	Rum
Bezique	Four Jacks	Seven-Up
Black Jack or	Gaigel*	Shasta Sam
Black Lady	Go-Boom	Sheepshead*
Boat House Rum	Hasenpfeffer	Six-Bid Solo
Bridge*	Hearts	Sixty-Six
Buck Euchre	Heartsette	Sixty-Three*
California Jack	High-Five	Skat
Call-Ace Euchre*	Joker Hearts	Smudge
Cassino	Michigan	Snoozer
Cinch	Michigan Rum	Solo or Slough
Contract Bridge*	Napoleon	Whist*
Contract Pinochle*	Norwegian Whist*	Zioncheck
Cribbage	Null Five Hundred	

ROUND GAMES

Auction Cinch	Forty-Five	Pedro
Auction Euchre	Four Jacks	Peek Poker
Auction Pitch	Freeze Out	Poker
Black Jack or	Gaigel	Razzle Dazzle
Black Lady	Hearts	Red Dog
Bluff	Heartsette	Rum
Boat House Rum	High-Low Poker	Seven-and-a-Half
Boodle	Jack Pots	Smudge
Buck Euchre	Joker Poker	Snoozer
Call-Ace Euchre	Macao	Spit-in-the-Ocean
Chicago	Michigan	Spoil Five
Deuces Wild	Michigan Rum	Stops
Dom Pedro	Mistigris	Straight Poker
Draw Poker	Napoleon	Table Stakes
Fan Tan	Newmarket	Vingt-et-un
Farmer	Null Five Hundred	Whiskey Poker
Five Hundred	Old Maid	Wild Widow
Five Hundred Rum	Panguingue	Zioncheck

BANKING GAMES

Baccarat	Havana	Monte Bank
Faro		Stuss

Technical Terms

(For technical terms in Poker, see also pages 67-76)

In the preceding pages many technical terms are used, and for the benefit of those not familiar with card games, these definitions are given in alphabetical order.

Adversary—Opponent.

Age—Eldest hand; to the dealer's left.

Ante—A bet made before drawing cards at poker.

Approach Bids (Bridge)—A bid designed to guide partner toward the most advantageous contract.

Assist (Bridge)—To raise a partner's bid. (**Euchre**)—Ordering partner to take up the trump.

Auction, The (Bridge)—The period during which it is open to the players to bid in rotation for the contract. This period begins with the first call made and ends when any player's call has been passed by the other three players in rotation.

Balking Cards—In the game of Cribbage, the cards thrown in opponent's crib.

Bath Coup—Playing low fourth hand from A, J, and one or more cards when King is led by an opponent.

Beg—In Seven Up for the eldest hand to announce that he is not satisfied with the turned trump.

Bid (Bridge)—A call by which a player contracts that his side will win at least as many odd tricks (one to seven) as his bid specifies provided that the hand is played in the denomination he names, and that his side becomes the contracting side.

Bidding to the Board—The points offered are not credited to any player, but simply announce the value of the undertaking.

Big Cassino—The 10 of diamonds.

Blank Suit—A suit of which the player is void.

Blaze—Freak hand in poker consisting of any five picture cards.

Blocking a Suit—Keeping a high-card to prevent the player with the small cards from making tricks with them.

Blind—A compulsory bet at poker, before cards are dealt.

Board—See Tray.

Board's the Play—A card once played cannot be taken back.

Bobtail—A four-card flush or straight at poker.

Boodle Cards (in Michigan)—The heart A, diamond K, spade Q, and club J, when placed face up on the table.

Book (Bridge)—Declarer's first 6 tricks. For the adversaries, the amount of declarer's bid subtracted from 7.

Border-line Bid (Bridge)—One that is made with no more than minimum strength.

Bower—A jack in certain games.

Breathe—At poker, to pass the first opportunity to bet, with the privilege of coming in if anyone else bets.

Bringing in a Suit—Making the small cards of a suit after the adverse trumps are exhausted.

Brisque—Aces and Tens in Bezique and Pinochle.

Buck—An object used in poker to mark the position of a player who has some special privilege or duty.

Bumblepuppy—Playing whist or bridge in ignorance or defiance of the conventionalities of the game.

Burnt Cards—Cards that are turned face up on the bottom of the pack in banking games.

Business Double (Bridge)—One made primarily for the purpose of doubling the value of the undertricks.

Bust—A hand devoid of trick-taking possibilities.

By Cards—The number of tricks taken over the book by the declarer, at bridge or whist. Eight tricks would be two by cards.

Call (Poker)—The situation when all players who still have cards have put up equal amounts. **(Bridge)**—A comprehensive term applicable to a bid, a double, a redouble or a pass.

Capot—Winning all tricks in Piquet.

Carte Blanche—A hand that does not contain K, Q, or J.

Cases—The last card of any denomination left in the box at faro, so that the bettor cannot split.

Cat-Hop—Two cards of the same denomination left in for the last turn at faro.

Checks—The counters used in place of cash; sometimes chips.

Chip Along—The smallest bet possible, awaiting developments.

Close Cards—Cards that are likely to form sequences, in cribbage or rum.

Club Stakes—The amount agreed upon as the stake if nothing is said before play begins.

Colors—A system of playing Faro according to the color of the first winner or loser in each deal.

Command—The best card of a suit.

Compass Games—Arranging players according to the points of the compass, N and S pairs being all opposed to E and W pairs.

Completed Trick (Bridge)—Four cards, one played from each hand in one round of play.

Conditions—Combinations of values in Panguingue.

Contract (Bridge)—The final legal bid made during the auction, whether undoubled, doubled, or redoubled.

Conventional Bids (Bridge)—A bid that has some meaning other than the normal meaning, e.g., an opening bid of 2 Clubs to indicate a strong hand and demand a bid from partner.

Conventional Doubles—At Bridge, doubles not to get penalties, but to ask the partner to declare himself.

Conventional Plays—Any method of conveying information by the play of the cards which would not be understood by an untaught player.

Coppered Bets—Bets that have a copper or check placed upon them to show that the card is played to lose.

Coup—Any master stroke or brilliant play. A roll of the wheel at roulette or a deal at rouge-et-noir.

Court Cards—The K, Q, and J; the ace is not a court card.

Covering—Playing to a trick a higher card than any card previously played.

Crib—In Cribbage the cards discarded for the dealer to use in scoring.

Crossing the Suit—In Euchre, changing the trump from the suit turned up to one of a different color.

Cross-Ruff—Two partners alternately trumping a different suit.

Curse of Scotland—The nine of diamonds.

Cutting—Dividing the pack previous to the deal; or to show cards for choice of seats and deal; drawing from a spread pack.

Deal—To distribute the cards in rotation to the players.

Dealer—He who distributes the cards.

Dealing Off—The same dealer deals again.

Deadwood—The discard pile at poker.

Decave—Unable to continue play; bankrupt.

Deck—Colloquial for "pack."

Deckhead—Colloquial for the turned trump.

Declarer (Bridge)—The player on the contracting side who first makes a bid of the denomination named in the contract. He plays both his own cards and those of his partner.

- Finesse**—Any attempt to take a trick with a card which is not the best of the suit.
- First, Second, or Third Hand**—The position of the players on any individual trick.
- Fish**—A counter.
- Flag Flying (Bridge)**—Assuming a losing contract for the purpose of preventing an adverse game.
- Flush**—A hand of cards all of the same suit.
- Following Suit**—Playing a card of the suit led.
- Force**—To cause a player to trump or to play a particular card.
- Forced Leads**—Leads that are not desirable; but which are made to avoid other less advantageous ones.
- Foundations**—In tableau games the cards placed face up on the table upon which other cards are to be built.
- Four of a Kind**—Four cards of the same denomination.
- Fours**—Four of a kind.
- Fourchette**—The cards above and below the one led, such as K and J over a Q.
- Fourth-Best**—Fourth counting from the top of a suit; such as the 8 when holding K, 10, 9, 8, 2.
- Freak**—A hand or deal in which the distribution of cards is decidedly unbalanced.
- Free Double (Bridge)**—A double of a bid, which, if successful undoubled would score game.
- Frozen Out**—A player who has lost his original stake and cannot continue in the game.
- Full House**—Three cards of one denomination and two of another.
- Fuzzing**—Milking the cards, instead of shuffling them.
- Go (Cribbage)**—That condition of the game when a player cannot play a card which will not carry the count above 31.
- Goulash (Bridge)**—A peculiar form of deal no longer used in contract.
- Grand**—A make in skat in which the bowers are the only trumps.
- Grand Coup**—Trumping a trick already won by partner, or under-trumping a trick he has previously trumped.
- Guarded Cards**—Cards which cannot be caught by higher cards, unless led through, such as K and small.
- Hand**—(1) The period extending from the cut for deal to the close of play; (2) The cards held by any player; (3) Any player.
- Handplay**—A play in skat in which the skat remains on the table.
- Heading a Trick**—Playing a card better than any so far on the trick, but not necessarily the best card you have.
- Heeled Bets**—Bets at faro which play one card to win and another to lose.
- Helping Partner**—Raising his bid at bridge.
- High-Card Tricks (Bridge)**—Cards which, unless ruffed, will average to win the 1st, 2nd, or 3rd rounds of a suit.
- His Heels**—Turning up a jack for a starter at cribbage.
- His Nobs**—The jack of the same suit as the starter, at cribbage.
- Hoe, or Hockelty**—The last card left in the box at faro.
- Hole Cards**—Cards dealt face down in stud poker.
- Honors**—The highest cards in the suit when they have any counting value; such as A, K, Q, J, 10, or four aces at bridge.
- Horse and Horse**—Each player has a game in.
- Imperfect Fourchette**—The card above and one remove below the one led, such as K, 10 second hand, on a Q led.
- Imperfect Pack**—One in which there are duplicate cards, missing cards, or cards so marked that they can be identified from their backs.
- Indifferent Cards**—Cards of the same value so far as taking tricks is concerned, such as Q, 10 after K, J are played.

- Informative Doubles (Bridge)**—Double made to give information rather than to penalize.
- Initial Bid (Bridge)**—Original bid made by dealer or second hand.
- Inside Straights**—Sequences that are broken in the middle; such as 9, 8, 6, 5 at poker.
- Insufficient Bid (Bridge)**—To bid a number of tricks fewer than necessary to overcall the previous bid.
- Intervening Bids**—Those made by opponent between the partner's bids.
- In the Hole**—A minus score. The cards dealt face down in stud poker.
- Intricate Shuffle**—Butting the two parts of the pack together at the ends, and forcing them into each other.
- Irregular Leads**—Leads not made in accordance with convention, such as leading Q from K, Q, J, and others.
- Irregularity**—Any departure from a law of correct procedure.
- Jackpot (Poker)**—A pot or pool which cannot be opened until some player has a pair of jacks or better.
- Jacks or Better**—Any hand that will beat a pair of tens; the opening qualification for jackpots at poker.
- Jambone**—In euchre a variation of lone hands in which they must be exposed face up on the table and so played.
- Jamboree**—In euchre a variation in which the player holding the five highest trumps may show them and score without playing the hand.
- Jeux de Regle**—Hands which should be played in a certain way on account of the mathematical expectation, as in *Ecarte*.
- Jump Raise—Jump Shift (Bridge)**—A raise or shift made by a bid higher than needed merely to overcall the previous bid.
- Kitty**—The percentage taken out of the stakes in a game to pay for expenses of any kind.
- Knave**—Jack.
- Laps**—In euchre a variation in which all points scored in excess of those necessary to win game are counted on next game.
- Lay Card**—Any card other than trump.
- Lay Suit**—Any suit other than trump.
- Last Turn**—The last three cards left in the box at *faro*.
- Lead**—1. To play the first card to a trick. 2. The card so led.
- Left Bower (Euchre)**—The Jack of the same color as the trump suit.
- Left Pedro (Pedro)**—The 5 of the same color as the trump suit.
- Limit**—In poker, the amount by which any player may increase the previous bet.
- Little Cassino**—The 2 of spades.
- Long Cards**—The dregs of a suit left in the hand of one player.
- Long Suits**—More than four cards; or four cards if no other suit of more than three is held.
- Lose Out**—A card that loses four times in one deal at *faro*.
- Losing Cards**—Those that must lose tricks if any one leads the suit.
- Losing Trump**—Any trump which is not the best, when only one or two remain.
- Love All**—Nothing scored on either side.
- Low-Card Tricks (Bridge)**—The end cards of established suits.
- Lurched**—Not half way toward game especially at cribbage.
- Make-Up**—Getting the cards ready for the next deal.
- Making it Next**—In euchre making the trump the same color as the card turned down.
- Marriage**—Melds of K and Q of same suit as in pinochle.
- Master Card**—The best card of a suit.
- Meld**—To announce, claim, or show any combination of counting cards.

Memory Duplicate—Four players at the same table who play the N and S hands first, and then the E and W hands.

Middlehand (Skat)—The player on the left of leader.

Milking—Instead of shuffling, taking the top and bottom cards from the pack at the same time, with forefinger and thumb, and showering them on the table.

Misdeal—Any failure to distribute the cards properly.

Misery or Misere—The same as Nullo.

Mistigris—Poker with the joker in the pack.

Mixed Pairs—Lady and gentleman as partners in compass games.

Movement (Duplicate Bridge)—The passage of trays from table to table.

Muggins—Taking a score overlooked by an opponent, cribbage.

Natural—Anything that takes the stake immediately, such as 21 at vingt-et-un, or 8 or 9 at baccarat.

Negative Double—The same as informative double.

Neutral Score (Duplicate Bridge)—A score assigned by adjudication of a deal.

Next—The suit of the same color as that turned down, at euchre. If hearts are turned down, making it next means diamonds.

Non-Comoquers—Aces and Kings in Panguingue.

No-Trumps—A hand played without a trump suit.

Nullo—A bid to lose tricks instead of winning them, there being no trump suit.

Odd Trick (Bridge)—Each trick won by a side in excess of their book.

Open Bets—Bets at faro that play cards to win.

Openers—Cards that entitle a player to open a jackpot.

Opponent (Bridge)—One of the pair opposed to declarer.

Original Bid (Bridge)—The first bid made.

Original Lead—The first card played.

Overcalling—Bidding higher than the last bid, at bridge.

Overtrick (Bridge)—Each odd trick won by the declarer in excess of his contract.

Pairs Royal—Any three cards of the same denomination, at cribbage.

Pass—To decline any undertaking in any game.

Pass (Bridge)—A call which conveys that the player does not on that occasion bid, double or redouble.

Pat Hands—Those played without discarding or drawing at poker.

Penalty Card (Bridge)—An exposed card.

Penultimate—The lowest but one of a long suit.

Perdue—Lost to view—turned face down.

Pianola Hands—Those which are very easy to play.

Pinochle—Meld of the spade Q and diamond J in pinochle.

Pips—The spots on the face of a card, thus: the Ace has one pip, and the ten has ten pips.

Plain Suite—Those which are not trump.

Played Card—A card detached from the remaining cards in a player's hand and exposed or placed on the table with apparent intent to play or a card named by a player as the one he proposes to play.

Playing to the Score (Bridge)—Planning the play of the hand with respect to any existing score and not as it would have been planned with the score at love.

Pone—The player who cuts the cards. In a two-handed game, the dealer's opponent.

Post-Mortems—Discussions as to what might have been, sometimes called, "If you had."

Positive Doubles—Those made to defeat the contract.

Pot—The amount to be played for in any round game.

- Pre-emptive Bids**—Those high enough to shut off opposition.
- Premium Score (Bridge)**—All points scored by either side exclusive of trick points for a made contract.
- Progression (Duplicate Bridge)**—The movement of players from table to table.
- Proil**—An abbreviation of pairs royal, at cribbage.
- Protected Suit (Bridge)**—One containing an Ace or a guarded high card.
- Psychic Bid (Bridge)**—A bid without the values to justify it, made for the purpose of confusing opponents.
- Punters**—Those who play against the banker.
- Puppy Foot**—The ace of clubs.
- Quart**—Any sequence of four cards.
- Quart-Major**—The A, K, Q, J of a suit.
- Quick Tricks (Bridge)**—A card (or combination of cards) which will win on the first or second rounds.
- Quint**—A sequence of five cards of the same suit—a straight flush.
- Quint-Major**—A royal flush.
- Quitted**—A trick is quitted when it is turned down and the fingers removed from it. A score is quitted when the fingers are removed from the counters, the pegs, or the pencil.
- Ramsch**—In skat a play in which each player endeavors to take as few counting cards as possible.
- Rebid (Bridge)**—A second (higher) bid of a player's own previous bid.
- Redouble (Bridge)**—A call which has the effect of doubling the points which have been doubled or otherwise increased by a double.
- Reentry**—A card which will take a trick and enable a player to regain the lead.
- Renege**—Failure to follow suit when able to do so.
- Renounce**—Failure to follow suit.
- Response (Bridge)**—A bid made by the partner of a player who has bid.
- Revoke**—Failure to follow suit or conform to a performable penalty when able to do so.
- Right Bower (Euchre)**—The jack of trumps.
- Right Pedro (Pedro)**—The 5 of trumps.
- Robbing**—Exchanging a card in hand for the turned trump.
- Rotation**—The order or succession of the game, which is usually from player to player to the left, in the direction taken by the hands of a watch.
- Round**—When each player has had equal advantages with regard to deal and other matters. (**Duplicate Bridge**)—The period between one progression and the next.
- Round Games**—Those which do not admit of partnerships.
- Round the Corner Straight**—A freak hand at poker in which the ace is both high and low in making a straight, such as Q, K, A, 2, 3.
- Round Trip**—A meld of the four kings and queens in pinochle.
- Royal Flush**—The five highest cards of the same suit.
- Royal Marriage**—A meld of the K and Q of trump suit in pinochle.
- Royal Sequence**—A meld of the A, K, Q, J, and 10 of trumps in pinochle.
- Rubber**—The succession of hands ending when one side has won two games.
- Ruff**—To trump the lead of a plain suit. A cross-ruff occurs when each partner leads a suit which the other can ruff.
- Runt**—In poker a hand of different suits of less value than a pair.
- Second Dealing**—Holding back good cards on the top of the pack, and dealing the next card below.
- Section**—A group of tables playing as a unit with respect to the progression of players and movement of trays.
- See**—In poker to equal the amount of the previous bet.
- See-Saw**—A cross ruff, trumping alternate suits.
- Semi-two-suiter (Bridge)**—A hand containing one four-card and one five-card suit, either strong enough for an initial bid.

- Sequence**—Two or more cards next in numerical order, e.g., K-Q-J.
- Set (Bridge)**—To defeat the contract.
- Set Back**—A loss which is deducted from a player's score.
- Short Suits**—Those containing less than four cards.
- Show Down**—To place all the cards face up on the table.
- Shuffling**—Any method of disarranging the cards so that no trace remains of their order during the previous play.
- Shut-Out Bids**—Bids high enough to shut off opposition.
- Side Suit**—A suit other than the trump suit.
- Signal**—A conventional play with a special meaning, such as in bridge the discard of an unnecessarily high card of a suit to indicate a desire to have that suit led.
- Singleton**—Only one card of any suit. If led, a sneak.
- Skat**—The widow in skat.
- Skip Straight**—A Dutch straight.
- Skunked**—Beaten without having scored a point.
- Slam**—Winning every trick. All but one is little slam.
- Sleeper**—A bet left or placed on a dead card in faro.
- Sneak**—A singleton, led to ruff second round.
- Snowing the Cards**—Milking or fuzzing them.
- Soda**—A card that shows face up in the box at faro, before any bets are made.
- Solid Suit**—One of such length and strength as to be practically sure of winning every trick in it.
- Splits**—Two cards of the same denomination coming on the same turn at faro.
- Spread**—Playing the hand with all cards exposed.
- Squeezers**—Cards with corner indexes (pips).
- Stack of Chips**—Twenty.
- Stand**—In seven up for the eldest hand to announce that he is satisfied with the turned trump.
- Stand Pat**—To refrain from drawing cards in poker.
- Starter**—The cut card at cribbage.
- Still Pack**—The one not in play when two are used.
- Stock**—Cards left in the pack after completing the deal, but which are to be used in the play that follows.
- Stopped Suit**—A guarded suit.
- Stoppers (Bridge)**—Cards or combinations of cards which will assure the player of at least one trick in the suit.
- Straddle**—In poker to double the blind.
- Straight**—A sequence of five cards in various suits.
- Straight Flush**—A sequence of five cards in the same suit.
- Straight Whist**—Playing a hand and immediately shuffling the cards for another deal, instead of playing duplicate.
- Strength in Trumps**—Four or more.
- Strengthening Cards**—Those which are of no trick-taking value to the holder, but may be useful to the partner, if led.
- Stringer**—A sequence.
- Strong Suits**—Those in which a number of tricks can be made after the adverse trumps are out of the way.
- Support (Bridge)**—Ability to assist partner's bid.
- Supporting Bids**—Those that help the partner to get the contract, at bridge.
- Sweating Out**—Winning a game without taking any risks, by waiting for trifling points that fall to your share.
- Sweep**—To take in all the cards on the table.
- System Play**—Any guide that keeps a player from guessing.

- Tableau**—Cards that are arranged on the table in some specific or designated manner.
- Table Stakes**—An agreement to make the betting limit the amount that a player has before him at the time.
- Take-Out (Bridge)**—The overbidding (in a different suit or in no-trump) of partner when no intervening adverse bid has been made.
- Take-Out Double (Bridge)**—An informative double.
- Talon**—The same as "stock."
- Team (Duplicate Bridge)**—Four or more players playing as team-mates for common score.
- Tenace**—A card with the next higher but one or next lower but one. Major tenace, A-Q; minor tenace, K-J; double tenace, A-Q-10.
- Threes**—Any three cards of the same denomination.
- Throwing the Lead**—Playing a card which compels another player to take a trick.
- Tierce**—A sequence of three. When headed by the highest card of the suit it is called a tierce-major.
- Tiger**—A freak hand at poker consisting of a 7 high, 2 low, without a pair, sequence, or flush.
- Tops**—Aces and Kings.
- Touching Honors**—Cards next in value to each other, such as A, K, or K, Q.
- Trailing**—Playing a card that accomplishes nothing.
- Trash**—To discard.
- Tray**—A device for holding a pack of cards divided into four hands of thirteen cards each.
- Trick (Bridge)**—Four cards, one from each hand, one being led and the other three played in one round of play.
- Trick Score (Bridge)**—The point value of the odd tricks in the contract.
- Triplet**—Any three cards of the same denomination.
- Trump Suit**—The suit, if any, to which a higher trick-taking power attaches during the play of a hand.
- Two-Suiters**—Hand containing two suits, each of five or more cards.
- Unblock**—To get rid of high cards.
- Underplay**—Leading a card which is not the best you hold when the best would be the natural lead, or holding up the best card, refusing to win an adverse trick.
- Undertrick (Bridge)**—Each trick by which declarer falls short of his contract.
- Value Cards**—Value cards. Threes, fives and sevens in Panguingue.
- Vole**—Winning all the tricks: a slam.
- Vulnerable (Bridge)**—Exposed to higher penalties for unfulfilled contracts. The term is applied to a side which has won a game.
- Whangdoodle**—An unusual hand calling for a round of Jack Pots.
- Whipsawed**—Losing both a winning bet and a coppered bet at faro on the same turn.
- Whiskey Hole**—Only one to go game.
- Whitewashed**—Defeated without having scored a point.
- Wide Cards**—Those which are too far apart to be likely to form sequences in cribbage or rum.
- Widow**—An extra hand dealt in any game; but available in the play.
- Wild Cards**—Cards that may be called anything that the holder desires.
- Winning Out**—A card that wins four times in the same deal in faro.
- With (Without)**—In skat an unbroken sequence of highest trumps.
- Yarborough**—A hand of thirteen cards with none above a nine. The odds against it are 1827 to 1.
- Younger Hand**—The one who is not the leader in two hand games. The opposite to elder hand.

Their Majesties OF THE KINGDOM OF CARDS



We are often grateful when, from a hand at bridge or poker or the like, some of the Majesties of Spades, Hearts, Diamonds, and Clubs and their attendant Knaves confront us with their seemingly impersonal stare. Nevertheless we treat them, for the most part, quite cavalierly, throwing them on the board to do our bidding and capture tricks for us and assist us in a contest of cards. But we ought perhaps to examine these stylized royalties more thoughtfully, for, if they could speak, they might appraise us very shrewdly. They have seen, throughout the centuries, so much of human history that they ought to know a great deal about human nature.

They came into being probably somewhere in the East thousands of years ago. At first no doubt they were part of the hocus-pocus of primitive magic men, but soon they were pressed into service for the entertainment of folk in various kinds of games. How much of the gorgeous East they saw, and for how long, we can only guess. We know that they met the Crusaders at the Gates of Jerusalem and were brought to Europe by those valiant warriors for the Cross. They came on brilliant hand-painted playing cards—fit companions for the precious spices, silks, gold, ivory, and other rare commodities with which the Orient enriched the Western world.

Once in Europe, they went everywhere, sometimes in different guises, but always for the delight of men and women. They were in Medieval Italy; they saw the first flowering of the Renaissance. Indeed it was during that time that they and their fellow cards began to take shape as the deck which we know today. Many were the beautiful forms they assumed—designs of surpassing artistry and skill prepared by famous Renaissance artists; gold-encrusted pasteboards in the hands of the Dukes of Milan, the Doges of Venice, the Medici of Florence.

Then, with the development of printing, they ceased to be the exclusive possession of the rich and the nobly born. And the more widespread distribution was, the more varied were the roles they played. They became schoolmasters, so to speak, and in educational decks taught children such subjects as arithmetic, astronomy, geography, music, military science, heraldry, logic, and even Latin. They became historians and recorded in their illustrations such events as the defeat of the Spanish Armada and the Monmouth Rebellion. They were political propagandists, expressing the bitter prejudices of royalist exiles in Holland against Cromwell. They were satirists, railing at the folly of the eighteenth-century South Sea Bubble, the first of all modern market crashes. They were used as invitations to balls and soirées by Lord Jeffrey Amherst. And, strange as it may seem, they were admission tickets to classes at the University of Pennsylvania in 1765. They have given color to the Western yarns of Mark Twain and Bret Harte; they have served as targets for Wild Bill Hickock's unerring marksmanship.

Small wonder it is, then, that Their Majesties of the Kingdom of Cards stare so coolly from their pasteboard portraits. They have passed through so many of the vicissitudes of Time, they have ministered to so many moods of mankind, that nothing can surprise them. And now, as they go out from marvellous modern printing presses which give them the richest color and lustre of their whole amazing career, they face calmly their task of cheering a people at war. They know that the best instincts of human nature will prevail; they know that they themselves will remain truly royal when upstart dictators are laid low in the dust.